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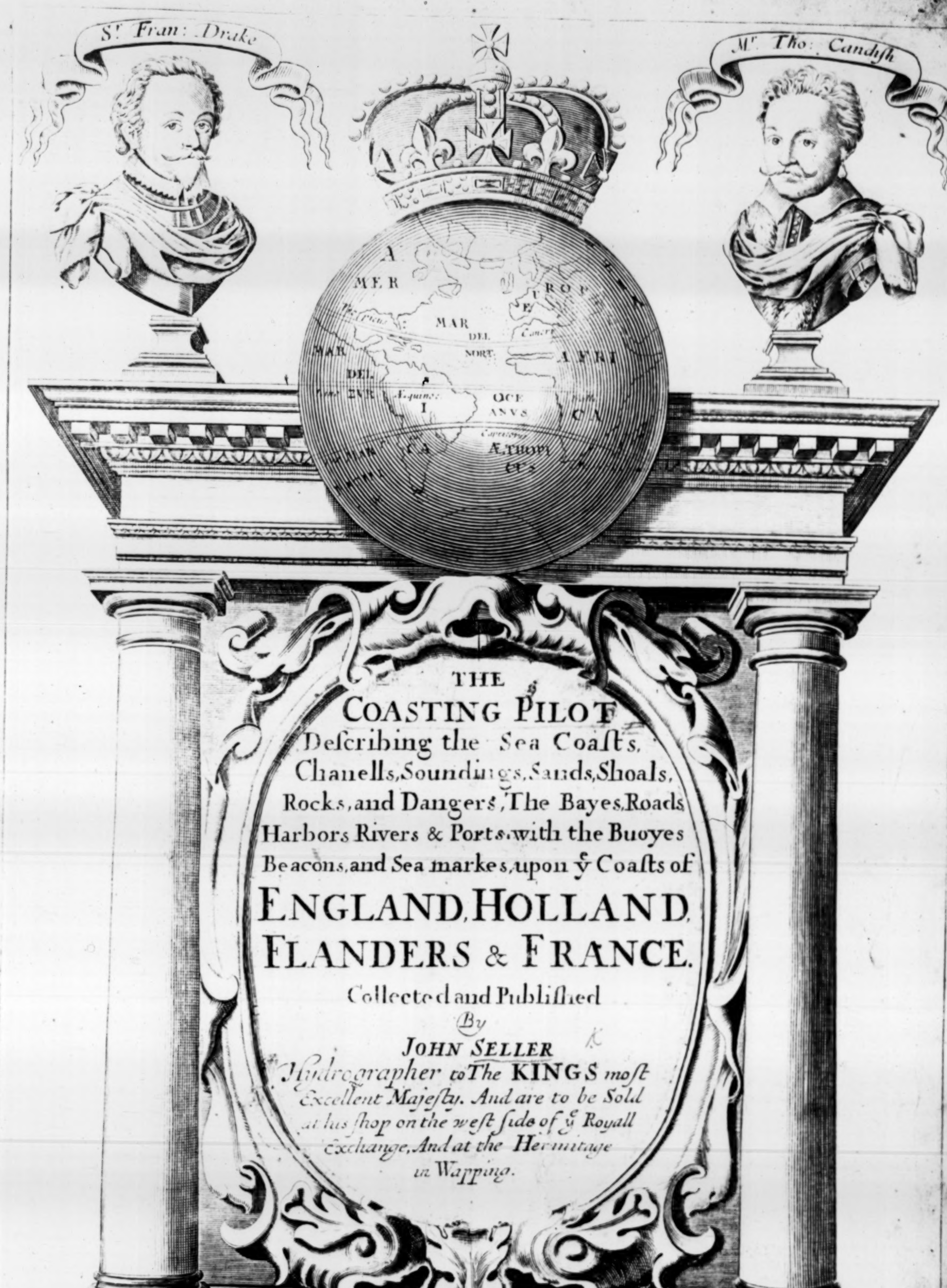


THE
COASTING PILOT

Deſcribing the Sea Coaſts,
Chanells, Soundings, Sands, Shoals,
Rocks, and Dangers, The Bayes, Roads
Harbors Rivers & Ports, with the Buoyes
Beacons, and Sea markes, upon ye Coaſts of

ENGLAND, HOLLAND, FLANDERS & FRANCE.

Collected and Publiſhed
By
JOHN SELLER
Hydrographer to The **KINGS** *moſt
Excellent Majeſty. And are to be Sold
at his ſhop on the weſt ſide of ye Royall
Exchange, And at the Hermitage
in Wapping.*

[1673?]

BRITISH
MUSEUM

The Coaſting Pilot.

Deſcribing the Sea-Coaſts of England, Holland, Flanders, and France, with the Sands and Shoals, Rocks and Dangers, the Soundings, Buoys, Beacons and Sea-Marks upon the ſaid Coaſts.

As alſo the Bays, Roads, Harbours, Rivers and Ports, and how to bring a Ship into any of them, ſhewing the Courſes and Diſtances from place to place; With an Account of the Tides, and Setting of the Streams along the Coaſt.

Being furniſhed with New Charts and Deſcriptions, Corrected by the Information of divers Able and Expert Navigators of our *Engliſh* Nation.

Publiſhed by JOHN SELLER,
Hydrographer to the KING.

CHAP. I.

Directions for Sailing from the Mouth of the River of Thames *to* Orfordneſs.

Tilbury Hope.

Blyth-Sand.

Nower-Head.

WHen you break Ground from *Tilbury Hope*, if the Wind be Southerly, keep the South ſhore cloſe aboard, but be careful of *Blyth* Sand, which lieth cloſe to the South ſhore; and accordingly obſerve theſe Marks to carry you clear of it. Keep the Steeple of *Tilbury* Church a great Sails breadth without *Swanſhead* Point; or if it be in the Night, or haſey Weather, keep your Lead, and come not within five fathom at low Water, and ſeven fathom at high Water on the South-ſide; and that depth will carry you clear without the Sand (and thoſe depths will lead you down to the *Nower*-head). But if the Wind be Northerly, then you muſt keep the North ſhore, which is ſteep too, until you come as low as *Hole-Haven*, and ſo keeping the Soundings aforeſaid, you may come down to the *Nower*, and if you pleaſe you may come to an Anchor at the Eaſt-end of the *Nower*; and that you may know how to Anchor clear of the Sand, bring *Pricklewel* Steeple a Sails breadth to the Eaſtward of the Wood that is on the North ſhore by the Water-ſide, and there you may come to an Anchor.

From the Nower to the Northward through the Swin.

Black-Tail.

From the *Tail* of the *Nower*, or thwart of *Shooberry-Neſs*, to the *Black Tail*, the Courſe is E. N. E. but if the Wind be Weſterly, you may keep along the *Eſſex* ſhore, and you may wear off and on the Sand in ſix or ſeven fathom Water; or keep the Hill to the Weſtward of *Bemflet* open of *Hadley* Land above *Lee*, and that Mark will lead you down to *Black Tail*.

West-barrows head.

Thwart Marks for the *Black Tail*, are the Tuft of Trees upon the Kentiſh-ſhoar, called *Challock* Trees, right over the Point of *Sheppy*, commonly called the *Lands-end*. From the *Black Tail* to the *Shooe-Beacon*, the Courſe is N. E. and you may borrow off and on upon the Sand, in ſix, ſeven, and eight fathom Water, till you come to the *Shooe-Beacon*; for there it is deeper and ſteep to the Sand. This is called the *Shooe-hole*, where you ſhall have 10, 11, 12, or 13 fathom, according as the Tide is, by which depth you may know where you are; This Hole is not above half a mile in length. Right againſt the *Shooe-Beacon*, a Tail from the *Weſt-barrows head*, extends to the Weſtward very far, ſo that the Channel is narroweſt in that place.

From the *Shooe* to the *Whitaker-Beacon*, the Courſe is N. N. E. If the Wind be Weſterly, you may borrow upon the Sand in ſix or ſeven fathom, and

The Buoy of the Buxey.

when you are right thwart of *Whitaker-Beacon*, the Mouth of *Burnham* Water will be directly Weſt from you. From the *Whitaker* to the Buoy of the *Buxey*, or the entering in of the *Spits*, the Courſe is N. E. by N. about eight miles; you may borrow upon the Sand in five, ſix, or ſeven fathom, which will carry you clear within the Middle-Ground, and at the South-end of the Middle-Ground, there lieth a Buoy, which is a mile to the Southward of the *Whitaker-Beacon*. If the Wind be Eaſterly, you muſt be careful to give the Buoy a birth, for the Tail of that Sand is flat, and ſhooteth over towards the *Whitaker*; being to the N. W. of this Buoy, edge over to the Eaſtward, and you ſhall have the deepeſt water toward that Sand about ſeven, eight, or nine fathom, according as the Tide is. This Sand is ſteep alſo, ſo that if the Wind be Northerly that you are forc'd to turn down, ſtand not over to this Sand until your Water ſhoal, for you ſhall have eight or nine fathom, and the next caſt aground; but you may ſtand over to the Middle Middle-Ground into five or ſix fathom.

Whitaker-Beacon.

When you are thwart of the Buoy of the *Spits*, and *Buxey*, you may ſteer N. E. by E. down the Kings Chanel, or if the Wind permit, to borrow upon the *Gunfleet* in ſeven or eight fathom water; then that depth will lead you down to the Buoy at the Eaſt-end of the *Gunfleet*.

From the Buoy of the Gunfleet, to the Northward.

When you are at the Eaſt-end of the *Gunfleet*, or thwart of the Buoy, in ten or twelve fathom; if you are bound out to *Norway*, the Eaſt-Sea, *Hamborough*, *Holland*, &c. ſteer out N. E. by E. and E. N. E. till you come into twenty fathom Water, then you are clear of all, and direct your Courſe to the Place you are bound to.

But if you are bound for the North-Coaſt of *England*, and would hale in for *Yarmouth-Road*, then from the Buoy of the *Gunfleet*, ſteer N. E. by E. till you have brought *Baudſey-Cliff* to bear from you N. W. by W. then you may borrow upon the *Shipwaſh* in ten or eleven fathom, or ſteer away N. E. by N. and N. E. till you bring *Alborough* Church to bear from you N. N. W. then bear in with it N. N. W. till you come into nine or ten fathom, and that will bring you within the Sand called *Alborough Knaps*, on which there is ten or eleven foot at low water, but between that and the Shore, there is ſeventeen or eighteen fathom. The thwart Mark for the South-end of it, is *Alborough* Church W. N. W. for the North-end of it, the ſame Church W. S. W. The longſt Mark for it, is *Orford* Church and Caſtle one in another, going right upon it, but keeping them open a great Sails breadth one of another on each ſide, carrieth you clear either without, or within the Sand.

To ſail into Colcheſter, or Malden Water.

Spits.

Eddle. Knowl.

When you are at the Buoy of the *Spitts*, your Courſe is W. N. W. in four or five fathom, as the Wind ſerves; for the Ebb ſetteth upon a ſhoal that lieth to the Eaſtward, called the *Eddle*; and the Tide of Flood ſetteth on a ſhoal, called the *Knowl*, and is to the Weſtward of the going in, and you may run down to the Southward borrowing in five fathom upon the Main, till you bring *Banbury* Land (which is the high Land lying above *Malden*) a Sails breadth open with *Bradwel* Point; which Mark will bring you between the *Eddle* and the *Knowl*. And run with theſe Marks, till you bring a Steeple that ſtands on the North ſhore open of the *Red-Cliff-end*. So run with theſe Marks open and ſhut, till you come to *Marzey* Block-Houſe, and there you may come to an Anchor in ſix or ſeven fathom Water.

Marzey Block-Houſe.

To ſail into Harwich.

If you come from the Southward, keep *Harwich* Steeple open a good birth of the *Cliff-end* to the Northward, and keep *Felſteed-Cliffs* open of the Beach on the Eaſt-ſide, and ſo you may go in, bearing cloſe by the Beach for fear of the *Altar*, which lies within a Cables length of the Beach, and ſo you may go along clear, keeping by the *Beach* till you come to the *Worebore-head*, and then you may ſteer up with *Ipſwich* Water, and Anchor with *Harwich* S. S. W. in five or ſix fathom Water, and the higher up the better ground, if you bring the Town South from you.

Altar.

Directions for Harwich, coming from the Northward.

When you come from the Northward, and are ſhot paſt the *Whiting* as far as *Baudſey-Cliff*, keep **Orford** Church and Caſtle open of the Cliff, and that will carry you clear of the *Andrew*; and when you ſee the Light-Houſes, bring them one in another, and get into four or five fathom Water, or ſomewhat more towards a High-water, then run in about by the Point: The Chanel lieth in N. N. W. But in the midſt of the Havens Mouth lieth a Sunken Rock, called the *Altar*, which you muſt avoid; you may ſail about on both ſides of it, by the one ſhore, or the other, but along the Eaſt ſhore is the beſt; being within it you cannot ſail amiſs, (except you run aſhore) there you may Anchor all over where you pleaſe before the Town, in five, ſix, or ſeven fathom; you may alſo go further into the *Bight*, for it is clean every where.

Andrew.

The Altar.

Between *Alborough* and *Dunwich* (about half way) lieth a Wood, which is high at both ends and the midſt low, in form of a Saddle; this you commonly ſee firſt, when you fall with the Land thereabouts, and is the beſt to know the Coaſt by; for the Land without, and to the Southward, is very low and ſhingly Ground. About four Miles to the Southward of *Alborough*, lieth *Orford-Neſs*, between them both there ſtandeth two Woods, which ſhew at a diſtance like Caſtles. On *Orford-Neſs* ſtandeth a low Steeple, and a great Caſtle, which hath a large Tower open above with Windows in it like a Steeple. Before *Dunwich* you may Anchor, there is good lying in eight or nine fathom Water, ſomewhat ſoft ground; before *Alborough* is the beſt Road of all the Coaſt thereabouts, in ſix or ſeven fathom.

Alborough and Dunwich.

Orford-Neſs.

Orford Church & Caſtle.

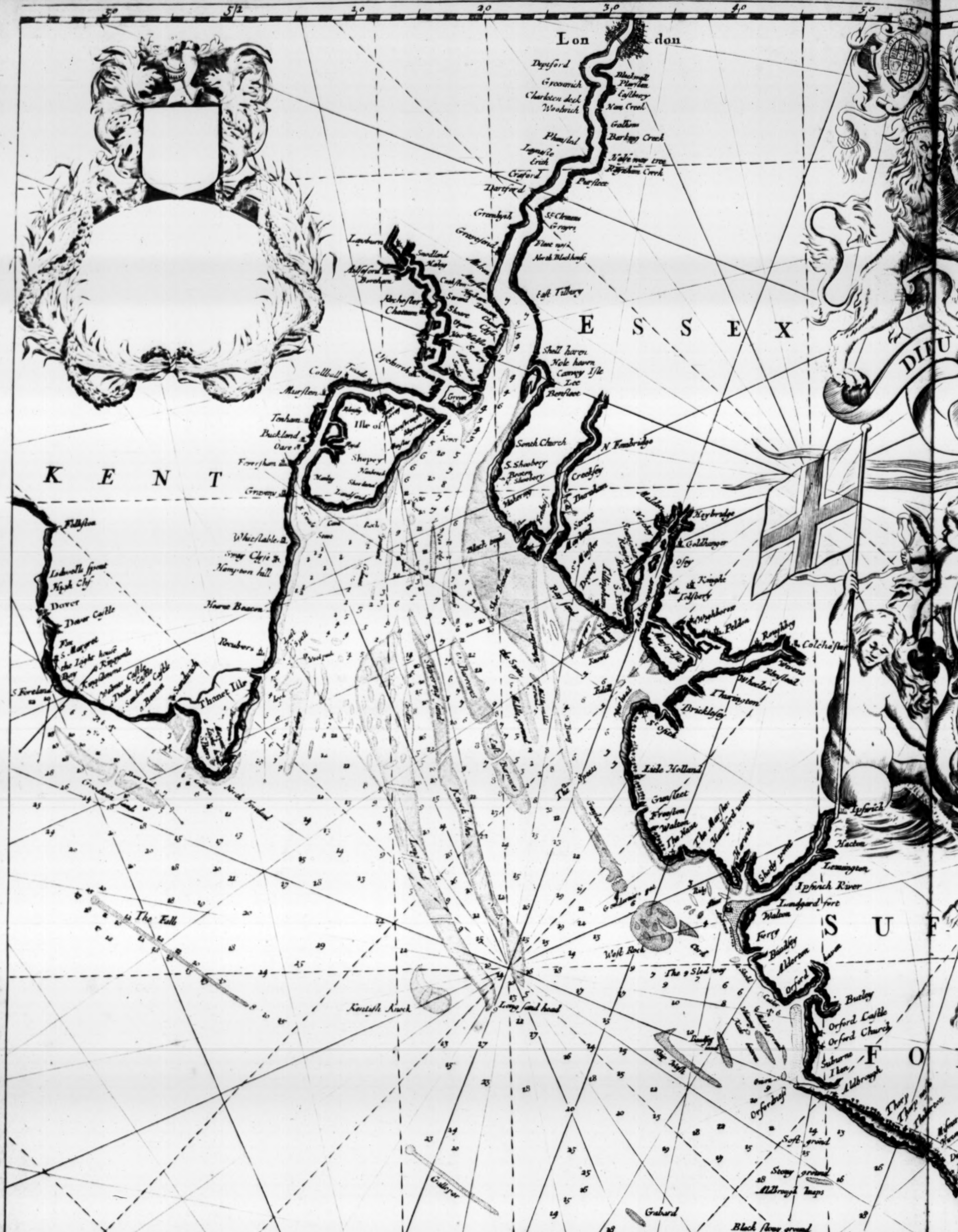
What Moon maketh full Sea.

Before the *Thames* Mouth, at *Harwich*, and *Orford-Neſs*, a S. S. E. Moon maketh full Sea.

Courſes and Diſtances.

From the *North-Foreland*, to *Orfordneſs*, N. 15 leagues.
From the *Galloper* to *Orfordneſs*, N. W. 9 or 10 leag.
From the *Naze* near *Harwich*, to the *Maes* in *Holland*, Eaſt 31 leagues.
From *Orfordneſs* to the *Texel*, E. N. E. 39 leagues.

CHAP.

London
Deptford
Greenwich
Charleton deck
Woolwich
Blackwall
Plaistow
Eastbury
Ham Creek
Gallions
Barking Creek
Plumsted
Lyngasse
Erith
Crayford
Dartford
Halfe way tree
Rayneham Creek
Purfleet
Greenhyth
Gravesend
St Clements
Greyes
Fleet
North Blackhouse
East Tilbury
ESSEX
Laydurn
Snodland
Halyng
Aillesford
Borsham
Rochester
Chattam
Shell haven
Hole haven
Canvey Isle
Lee
Benfleet
Collhull
Milton
Marston
Tenham
Buckland
Oare
Feversham
Isle of
Shepey
Grevens
KENT
South Church
S. Shoobery
N. Shoobery
N. Fambridge
Creeksey
Burnham
Black taile
Maldon
Heybridge
Goldhanger
Osey
Tollsbery
Wyvenhoe
Colchester
Mersey Isle
Brickelsey
Tharrington
Whisstable
Swag Cliffe
Hampton hall
Hearne Beacon
Reculvers
Folkstone
Dover
Dover Castle
S. Margret
the Light house
Kingsdowne
Walmer Castle
Deale Castle
Sandowne Castle
Sandwich
Thanet Ile
North Foreland
S. Foreland
Goodwin Sand
The Kells
The Spits
Litle Holland
Gunfleet
Frenton
Walton
The Naze
The Marshes
Handford water
Harwich
Shotly point
Ipswich
Hacton
Lemington
Ipswich River
Landgard fort
Walton
Ferry
Baudsey
Alderton
Orford haven
Butley
Orford Castle
Orford Church
Suburne
Iken
Aldbrough
Thorp
SUF
FO
West Rock
The Sled way
Kentish Knock
Long sand head
Gallo per
Grabard
Shipwash
Orfordness
Soft ground
Stony ground
Aldbrough knaps
Black stony ground
hard stony ground
DIEU
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5
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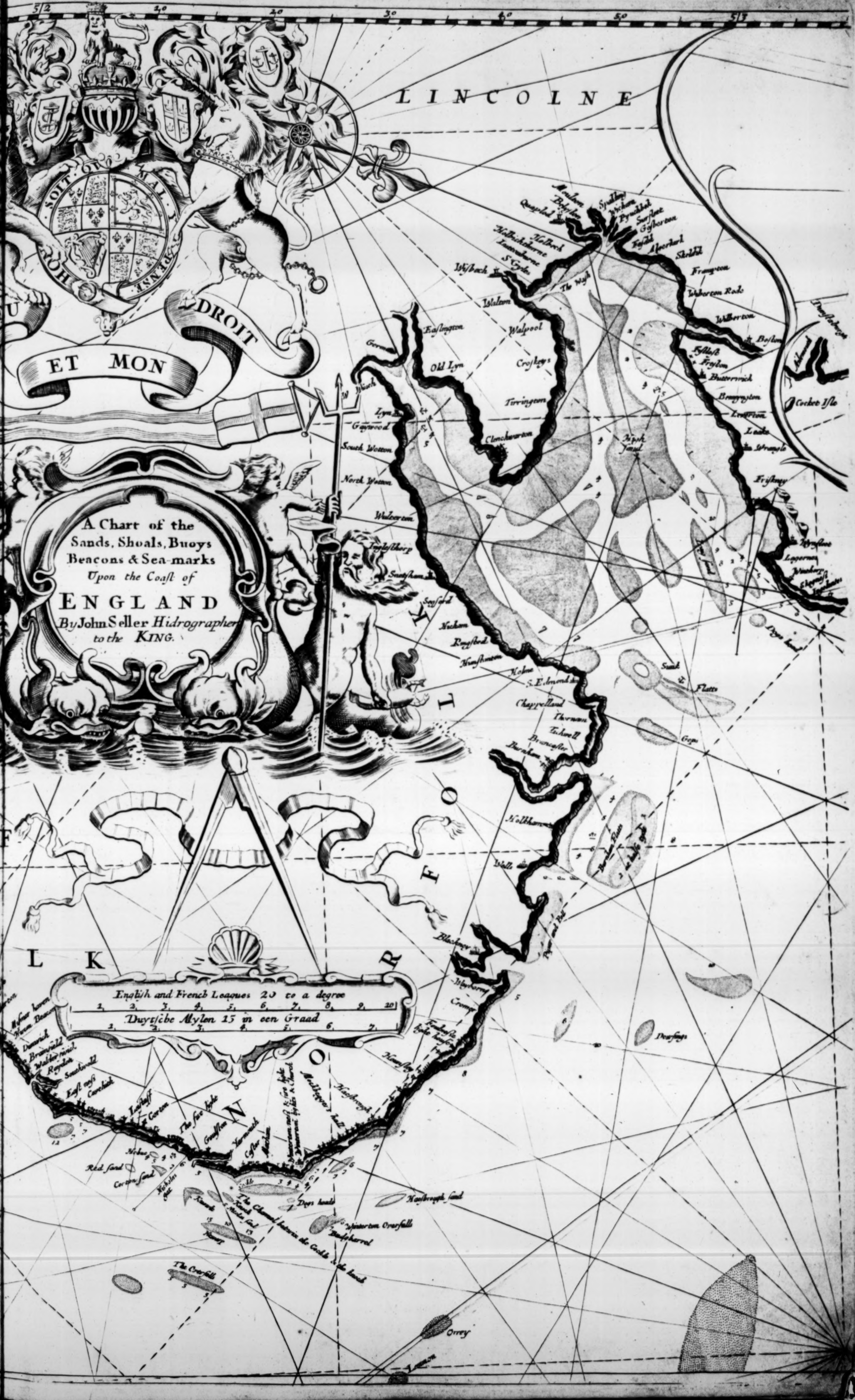
A Chart of the Sands, Shoals, Buoys Beacons & Sea-marks Upon the Coast of ENGLAND By John Seller Hidrographer to the KING.
DIEU ET MON DROIT
HONI SOIT QUI MAL Y PENSE
LINCOLNE
NORFOLK
English and French Leagues 20 to a degree
Duytsche Mylen 15 in een Graad
The Wash
Wisbech
Walpool
Old Lyn
Lyn
Gaywood
South Wotton
North Wotton
Wolverton
Snetsham
Heacham
Hunstanton
S. Edmonds
Chappelland
Thornam
Brancaster
Holkham
Wells
Blakeney
Cromer
Hasbrough
Hasbrough sand
Yarmouth
Caster
Corton
Leastoff
Kerton sand
Newcome
The Channell betwixt the Cockle & the Sands
Winterton
Orrey
Boston
Cocket Isle
Frestney
Wainfleet
The Flatts
Docking flatts
Dowsings
The Woolpack
Lemon
Red sand
Dogs heads
Dunwich
Walderswick
Southwold
Easton ness
Covehith
Freiston
Butterwick
Leverton
Leake
Wrangle
Tirrington
Clenchwarton
Crosskeys
Walsoken
Emneth
Holbeach
Fosdike
Surfleet
Gosberton
Frampton
Kirton
Skirbeck
52
20
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50
53

BRITISH MUSEUM

CHAP. II.

Deſcribing the Coaſt of England, between Orford-Neſs and Burnham.

Whiting-Sand.

Great Danger.

THe *Whiting* is a ſmall long Sand, lying to the Southward of *Orford-Neſs*, and lieth in the Fair-way. The South-end lieth farther from the Land than the North-end. There is not above five or ſix foot upon it at Low-water. Coming from the Northward, they commonly ſail to the Weſtward of it, that is, between the Main and the *Whiting*, toward the *Naze*. You may alſo ſail along to the Eaſtward of it, between the *Whiting* and *Baudſey* Sand. The North-end of the *Whiting* lieth cloſe alongſt the Shore, and lieth from the Light-Houſe on *Orford-Neſs* S. S. W. It is ſo exceeding ſteep and ſharp, that you ſhall at one Caſt have nine fathom, and the next but five, and then you are not above a Ships length from it, and before you can heave the Lead again, you will be upon it; and when you are aground afore, you will have five or ſix fathom a-Stearn. All along the inner ſide it is very ſteep, ſo that you cannot ſound it but on the out-ſide; you may run a longſt by it in five fathom, till you come within the Sands. When you come from the Northward, and would ſail through within the *Whiting*, you muſt run cloſe alongſt by the Shore, and then S. W. about by the Point of *Orfordneſs*, till you come within the North-Point of the *Whiting*. When the Steeple of *Orford* Church bears N. W. of you, then you are right thwart of the North-Point of the *Whiting*; being within it, ſail again more Southerly, as S. W. by S. towards *Baudſey* Cliff.

Alborough Knaps.

Alborough Knaps is a Sand that lieth about five Miles from *Orford-Neſs*, due Eaſt from *Alborough*. The Mark to carry you clear of it, is to keep *Orford* Church and Caſtle open one in the other, a great Sails breadth. Upon this Sand is but two fathom and a half at low-water, if you come within it you will have twelve or thirteen fathom, and without ſixteen fathom.

From Alborough alongſt by Dunwich and Covehith.

South-would.

Dunwich.

Leyſtaf.

The Coaſt lieth North by Eaſt, ſomewhat Eaſterly, from *Covehith* to *Leyſtaff*, North and South, two Leagues. Between *Dunwich* and *Covehith*, lieth the Haven of *Southwould*, which is a ſmall Creek, and a little within it divideth it ſelf into three parts; upon the Northermoſt Arm lieth *Southwould*, upon the middlemoſt *Walderſwick*, and upon the Southermoſt *Dunwich*. *Covehith* hath a high Spire Steeple, thwart of which lieth a ſhoal, called the *Bernard*, not far from the Land, which Ebbs almoſt dry at low-water, but at half Flood you may ſail through between it and the Land in two fathom; the outer ſide is very ſteep, ſo that you cannot come nearer it than nine or ten fathom. When *Eaſtneſs* is W. N. W. from you, then you are to the Southward of the ſhoal; and when the Steeple of *Covehith* bears S. W. by W. from you, then are you two Leagues to the Northward of it. To the Northward of *Covehith* lieth *Leyſtaff*, and two Leagues to the Northward of that lieth *Yarmouth*, which hath a great Spire Steeple, and ſtandeth a great Muſquet-ſhot within the Land from the Town, ſo that in ſailing, you may bring the Steeple on both ſides of the Town. Off from *Leyſtaff*, begin the Sands, called the *Holms* of *Yarmouth*, and lie alongſt to the Northward paſt *Yarmouth* until you come thwart of *Winterton*, there are divers Chanels through them, in which you may ſail; alſo you may ſail within theſe Sands to *Winterton*.

The Holmes.

Winterton.

Other Directions to ſail within Yarmouth-Sands, and ſo out by Winterton-Neſs.

Firſt you muſt ſteer North, and N. by E. and borrow on the Shore in ſix or ſeven fathom, till you come in the midway between *Alborough* and *Dunwich*, where you muſt give the Shore more birth, and come no nearer than five or ſix fathom; and ſo you may borrow on the Shore, till you come between *Southwould* and *Covehith*: And when *Covehith* Church bears Weſt, you are then thwart of the South-end of the *Bernard*, it lieth N. E. into the Sea. And to go clear of the N. E. end of it, keep *Southwould* Steeple open of the South-end of the Cliff, till you bring *Leyſtaff* Mill open to the Northward of the Town, then may you ſteer with the Town of *Leyſtaff*, keeping the Light-Houſes in one to go within the *Knock*; but to go without the *Holmhead*, keep the *Knock* Beacons one in another, or (if you can ſee it) keep *Goulſton* Steeple open and ſhut of the Waters-edge and Beach-end, and ſo you may go in the beſt of the Chanel. Alſo upon an Ebb, if occaſion ſerve, you may borrow into four fathom of the North-end of the *Bernard*, or *Newcome*, (for they Point both together) and having *Pakefield* Church Weſt, you may go in with the Shore, or you may go off in eleven or twelve fathom water; and to go through the *Stamford*, bring the top of the Terret (on the Clock-Houſe) over the White Houſe in the midſt of the Town.

Bernard.

To come within the Holms of Yarmouth.

If you would ſail through before *Leyſtaff* within the Sands, then look out for the Light-Houſes which ſtand by *Leyſtaff*, (which are two little White Houſes) the one ſtandeth on the *Shingle* by the Sea-ſide, and the other upon a little Homock ſomewhat farther within the Land; when you are to the Southward, then they ſhew themſelves to the Northward of the Town, but come at length thwart of it. To ſail in there by Night, bring theſe Light-Houſes N. W. by N. or ſomewhat more Northerly, and ſail right in with them; and when the Church of *Leyſtaff* cometh to the Southward of the Town, over a Houſe by the Water-ſide when you are in the Chanel, where there is no more than three fathom at Low-water. In keeping theſe Light-Houſes one in the other, rather bring the innermoſt a little to the Northward of the outermoſt, to avoid a little Flat lying on the South-ſide of the Chanel, run in till you come againſt it in two fathom and a half, and two fathom, as near as you will, then go up Northward alongſt by the Shore, the you ſhall then meet with another Flat, whereon at Low-water is ſcarce two fathom. You may Anchor before the Flat with Loaden Ships, and ſtay for High-water, it floweth there about eight foot up and down; as ſoon as you are over the Flat it will be five, ſix, and ſeven fathom deep, edge then to the ſhore and ſail towards it; and when you come before the Brew-Houſe there is a Road, where you may Anchor in five or ſix fathom; from thence Northward towards *Yarmouth* alongſt the ſhore, is all over good Anchor-ground.

Yarmouth Haven.

About a mile, or ſomewhat more to the Southward of the Town of *Yarmouth*, is the Haven of *Yarmouth*, it hath two wooden Heads. You muſt ſail in between them about High-water when the ſtrength of the Flood is ſpent; at half-flood its dangerous, becauſe of the ſtrong Tide which will forceably carry you on ſhore into the *Bight*; its alſo beſt to go in alongſt by the South-head, for there it is deepeſt water. In *Yarmouth* Road they commonly Anchor to the Northward of the Haven; right thwart of the Town in five, ſix, ſeven, or eight fathom, the nearer the Sands the deeper Water, all good ſandy and ſoft Ground.

Yarmouth Road through the Holms.

If you ſail into *Yarmouth* Road, then bring the Spire Steeple that ſtandeth to the Northward of *Yarmouth* within the Land, over the Fort, or bring the Mills to the North-ſide of the Town; keep theſe Marks ſo, and go in W. N. W. You will find in this Chanel no leſs than eight or nine fathom at half Flood; this is called St. *Nicholas* Chanel. On the North-ſide its deepeſt; being come into the Road you may Anchor right before the Town in five or ſix fathom.

S. Nicholas Chanel.

Thwart of the Haven of *Yarmouth*, there is a Chanel through the *Holms*. To ſail in there (coming from the Southward) bring the Steeple over the North-ſide of the Haven, between the great Tree and the aforementioned Fort, and ſail right in with them, and keep theſe Marks ſo ſtanding. Within the *Holms* their lieth a Flat on the Starboard ſide (a little to the Northward of the Haven) called the *Middle-Ground*, you may ſail about it on both ſides; the inner ſide in five fathom, but towards the *Holms*, or to the Eaſtward of it, in eight or nine fathom. From *Yarmouth* to *Winterton*, the Coaſt lieth N. by W. and N. N. W. two Leagues.

Directions for ſailing through Yarmouth-Roads, and ſo through by Wintertonneſs.

From *Alborough*-Bay, your Courſe to *Yarmouth*-Sands, is N. by E. and when you are thwart of the South-end of the ***Holm-Head***, you will have ſeventeen or eighteen fathom Water, which is directly thwart of ***Leyſtaff***, and being paſt that, you may borrow upon the Sand in ſeven, eight, and nine fathom Water, till you have brought ***Goulſton*** Steeple (which is the Southermoſt of the two) over the North Peer of ***Yarmouth***, and ſteer with thoſe Marks, one over the other, till you come to ſix or ſeven fathom Water; and you may Anchor at the South-end of ***Yarmouth***, or before it, as you think convenient, in ſix, ſeven, eight, or nine fathom Water: From whence, if you are bound to the Northward, and would go by *Caſtor-Neſs*, ſteer alongſt the Shore in 5, 6, or 7 fathom, till you have brought the Light-Houſes one over the other, and then bear in within the *Cockle*, borrowing upon the Main in ſix, five, or four fathom, until you come thwart of *Winterton*, and that depth will lead you till you come within the ***Middle-Ground*** (that hath not above twelve foot at low-water); and when you have brought the upper of the two Light-Houſes to the Northward of *Winterton* S. S. W. from you, then ſteer out N. N. E. till you come into eight or nine fathom Water, and then you may be ſure you are without the *Neſs*, and may ſteer away alongſt the Coaſt as the Wind will permit.

Cockle.

There is alſo another Mark to carry you clear of this Sand, as follows. There are two Light-Houſes to the Southward of *Winterton*, the lowermoſt of which was lately Erected, bring theſe two Light-Houſes one in the other, and that will carry you clear in, or out; that is, between the North-end of the *Cockle*, called the ***Middle-Ground***, and a ſmall Sand, called the *North Knowls*, which is about half a Mile N. by W. from *Wintertonneſs*, upon which there is but thirteen foot at Low-water.

Cockle & Knock.

But if you be in ***Yarmouth-Road*** with a Ship that draweth ſeventeen or eighteen foot Water, your beſt Courſe is to go to the Northward between the *Cockle* and the *Knock*. The Marks for this Chanel are as followeth. You muſt bring the Southermoſt round Tower of *Yarmouth* to bear with the two Southermoſt Mills, and ſo run untill you bring the ſaid Tower open of the Mills the breadth of the Tower, and ſo ſteer to the Northward with that Mark, which will carry you out between the two Sands.

Alſo there is another nearer Mark, (but they come all to one) which is the Wind-Mill that ſtands on the N. W. part of the Town, a little ſails breadth to the Weſtward of the N. W. Tower of *Yarmouth*, (it ſheweth like unto a Dove-Houſe). This Mark will lead you to the Northward, and you ſhall not have leſs than ſix or ſeven fathom, until you come to the ***Dogs-Head***, (which is a Shoal that lieth thwart between the two Sands) on which there is about four fathom, or four fathom and a half at Low-water; and when the Wind-Mills come one in another, then you enter upon the South part of this Shoal, which will continue without deepning or ſhoaling, until ***Winterton*** Church and the Light-Houſe be one in another, and then you will preſently come into deeper Water and may ſteer away to the Northward, N. W. N. W. by W. or N. W. by N. and this Courſe will carry you clear.

Dogs-head.

If you come from the Northward, and would go into this Chanel, do thus: To the N. W. of *Haſeborough* you will ſee a low Church, keep that a Sails breadth off *Haſeborough-Cliff*, and ſteering directly with this Mark, will bring you to the Chanel aforeſaid.

To bring you into this Chanel, and to know the right Church which muſt be open and ſhut off the *Cliff* of *Haſeborough*, is this: When *Haſeborough* Church bears N. W. by W. from you, ſteer away S. E. by E. and that will bring you into the Marks and Chanel aforeſaid, and within all the Over-falls that lie ſhort of ***Winterton-Neſs***.

To ſail by Winterton-Neſs.

The *Neſs* hath formerly been very ſhoal and dangerous, but is now worn away, ſo that Ships may run between it and the Main, and you will have three fathom Water at half-flood; but if you ſail without the *Neſs*, there is a Chanel between it, and a ***Middle-ground***. And the Marks to carry you through, are to bring the two ſmall Light-Houſes one in another, and keep the great Light-Houſe South of you, ſo will you keep in the beſt of the Chanel.

From ***Winterton*** to ***Haſeborough*** Point, the Courſe is N. W. three Leagues. From ***Haſeborough*** to ***Cromer***,

mer, the Courſe lieth W. by N. and W. N. W. four Leagues.

Being at *Haſeborough*, your Courſe to *Flamborough-Head*, is N. W. as you take the Tide: For the Flood ſetteth over *Bornham-Flats*, and the Ebb croſs to Sea, and being ſo far to the N. W. as you can ſee *Haſeborough* Steeple, (which is the higheſt Steeple on all the Coaſt) you will have ten fathom Water, and when you have it S. S. E. then *Cromer* Steeple will be S. S. W. and being in this Courſe, half over the *Well*, you will have ſometimes ſeven or eight fathom, and ſometimes more. From *Flamborough-Head* to *Newcaſtle*, the Courſe is N. W. ſomewhat Weſterly.

The Land lieth from *Cromer* to *Bornham*, firſt, W. N. W. and W. by N. and then Weſt, and Weſt by South, nine Leagues.

Thwart of *Mockbeggars Hall*, not far from the Shore, lieth a little Flat, over which no Ship can ſail, but you may come within ſix or ſeven fathom of it; you may alſo run betwixt it and the Land in two fathom Water.

To ſail into Blakeney.

From *Cromer* to *Blakeney*, it is two Leagues. At *Blakeney* ſtandeth a high Steeple, which you may ſee a long way over the Land; when that comes to a little Steeple, then you will ſee the firſt Buoy of the Chanel, which lieth at the South-end of the *Pole* and *Piper*, (which is a Sand at the Weſt-ſide of the Chanel of *Blakeney*) go from the firſt Buoy, to the ſecond, and ſo alongſt by them till you come unto the Haven; this is a Tide-Haven, and falleth dry at Low-water.

To ſail into Wells.

Pole and Piper.

Three Leagues to the Weſtward of *Blakeney*, lieth *Wells*, betwixt them lieth the aforeſaid Shoal, called the *Pole* and *Piper*; there is alſo a ſhoal that lieth far off from the Land, at the Weſt-end of which goeth in the Chanel of *Wells*: The Beacons that you ſail by, ſtand all alongſt by the *Piper*. When *Hoebrom* beareth E. S. E. from you, and the Trees againſt the Steeple, then you may ſail into the Haven of *Wells*, which is a Tide-Haven.

Directions for Lin-Deeps, and the Coaſt between Winterton-Neſs and the Sporn-Head.

Overfals and Knowls.

From *Winterton-Neſs* to *Flamborough-Head*, your Courſe is N. W. In which Courſe, when you come into the *Well*, which is near *Blakeney*, when it bears S. S. W. and S. W. by S. from you; there you have divers Overfals, upon ſome of them there is not above thirteen or fourteen foot at low-water, and are very ſhort Knowls. Many Men are of opinion, it is Sand grown up about ſome Veſſels that were ſunk, as they were coming from *Newcaſtle*, in Queen *Elizabeths* days; and ſome ſince, ſo that it is very dangerous for a Ship that draweth ſixteen or ſeventeen foot Water, to go through the *Well*; for no Man can ſhape a Courſe to be certain to go through the *Well*, eſcaping the Overfals, they being ſo many, and lying ſo ſcattered in your Courſe between *Flamborough Head* and *Winterton*. But in your W. N. W. and E. S. E. Courſes, between the *Sporn* and *Norfolk*-Coaſt, there is no fear of Overfals; for in that Courſe you ſhall have eight or ten fathom, a certain depth for three or four Leagues together.

Between *Wells* and *Bornham*, there lieth a Sand, called *Bornham-Flats*, by which you may ride in five or ſix fathom Water. If you would ſail into *Bornham*, you muſt go in at High-water, and bring the Steeple againſt the Block-Houſe; and ſo ſail in by the Beacons, leaving them on your Larboard-ſide: This is a Tide-Haven.

Bornham.

From *Bornham* to *Chappel-Land*, the Courſe is W. S. W. two Leagues; to the Northward of it lieth the *Sonk*, which is a Sand that dries at low water. You may ſail about it on either ſide into *Lin*.

To ſail into the Eaſtern Chanel of *Lin*, go to the Eaſtward of the *Sonk*, and bring the Wood over the Point of *Chappel-Land*, Eaſt from you, then go in S. S. W. and by little and little more Weſterly, till you come about the Point, there the Bouys and Beacons will ſhew you the way in.

When you come about the Point, you may run through by the Sand into the Northern Chanel, or ſail out by the ſame into the Sea, by the Buoys and Marks thereof: This Northern Chanel lieth N. E. and N. E. by N. and is very well Buoy'd and Beacon'd.

Lin.

You may alſo ſail to the Weſtward of the *Sonk*, S. by E. alongſt by it, and ſo run unto the firſt Buoy, from thence alongſt by the Beacons into *Lin* before the Town. When you come from the Eaſtward, you may run through within the *Sonk* alongſt by *Chappel-Land*, S. by W. unto the foreſaid firſt Buoy.

Boſton-Deep.

To ſail from *Cromer*, or *Blakeney*, unto *Boſton*-Deep, you muſt go W. by N. till you come by the Land between *Wells* and *Bornham*, right againſt which lieth a Bank, called *Bornham Flats* North, a League into the Sea, which at low-water lieth dry in divers places. You may run the foreſaid Courſe (when you are by *Cromer*, or *Blakeney*, a little without the Land) and may go to the Northward of this Bank, at high-water you may go over it. The Ground on the North-ſide goeth up flat and plain, run boldly to it without fear, until you come into three or four fathom; ſo that he which uſeth his Lead, can take no hurt by it, but on the inner-ſide it is very ſteep; as ſoon as you are over the ſhoaleſt, you will ſuddenly get deeper Water, and good ſandy Ground: within it is good riding for Eaſterly Winds.

The Depths of Water about theſe Places, alſo in what Depth you may ſee the Land.

Five or ſix Leagues without *Leyſtaff* and *Yarmouth*, S. E. by E. in the Sea, it is twenty ſeven, and twenty eight fathom deep, in which depth you may ſee the Land. E. N. E. about ſeven Leagues from the Land thwart of *Yarmouth*, its fifteen fathom; the Ground red groſs Sand, with little round Stones; being there you may juſt ſee the Land upon the Deck.

Thwart of *Winterton* and *Cromer*, ſeven or eight Leagues from the Land, its eighteen or nineteen fathom deep, in which Depth you may ſee the Land.

The Setting of the Tides; alſo what Moon maketh Full-Sea.

At *Leyſtaff* and *Yarmouth*, a S. S. W. Moon maketh high water.

Without the Banks of *Yarmouth*, and before *Cromer*, a S. E. Moon maketh Full-Sea.

Betwixt the Banks of *Harwich*, and the *Holms* of *Yarmouth*, the Flood ſetteth South, and the Ebb North.

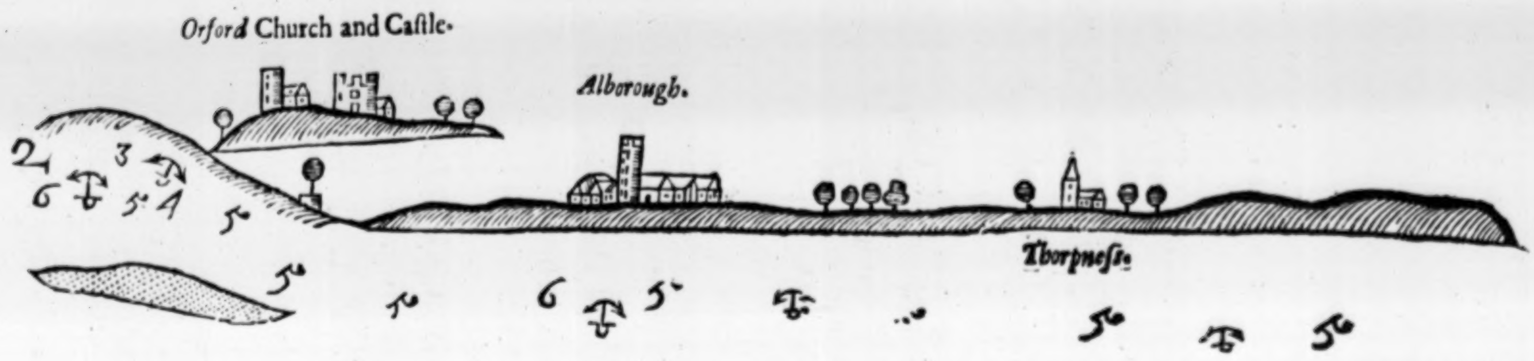
Thwart of the Banks of *Winterton* and *Cromer*, the Flood ſetteth S. S. E. and the Ebb N. N. W.

Courſes and Diſtances.

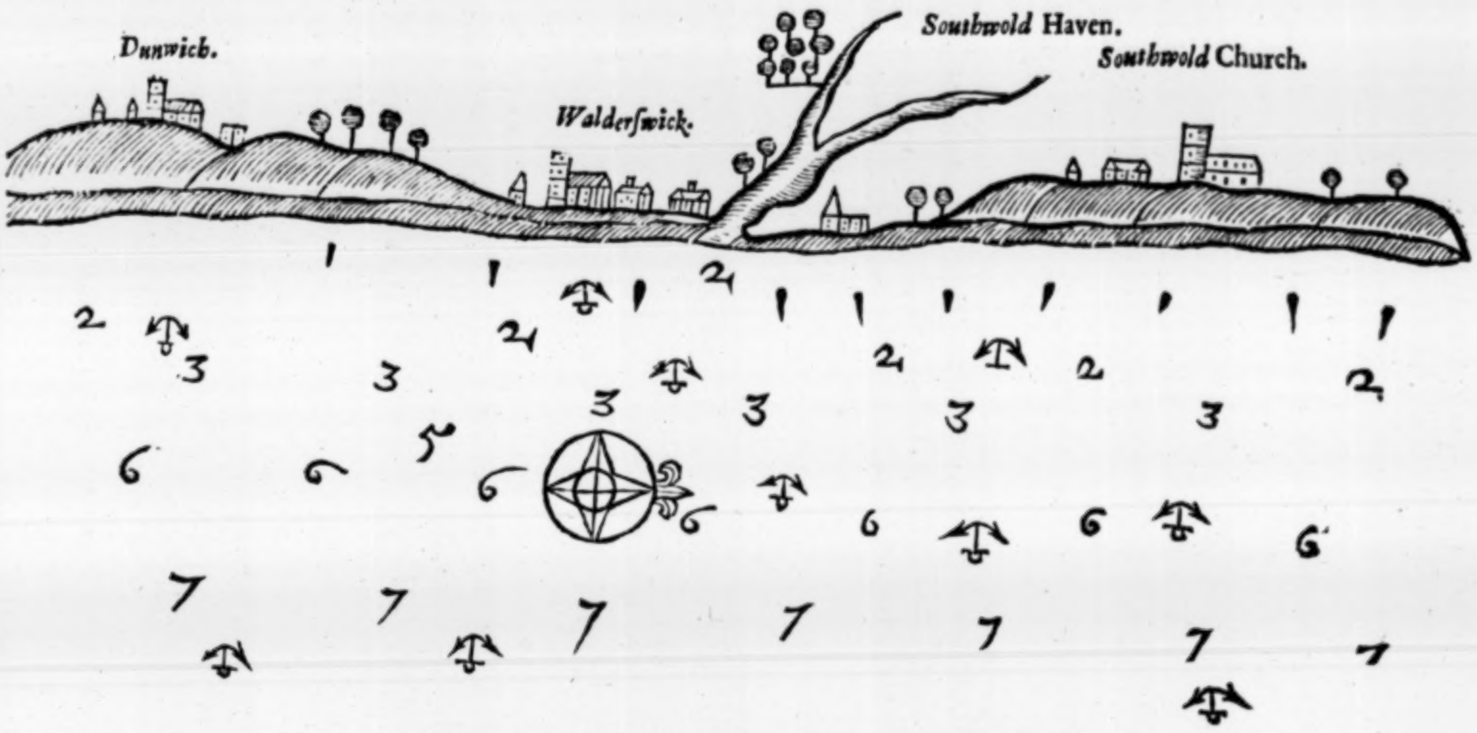
From *Yarmouth*, or *Leyſtaff*, to *Walcheren*, or the *Wielings*, S. E. 28 leagues.

From *Cromer* to the *Texel*, the Courſe is Eaſt, 39 leag.

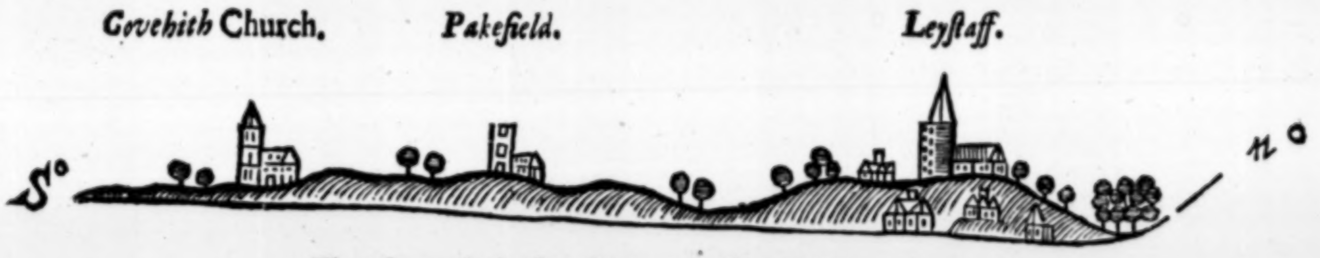
How theſe Lands appear at Sea.



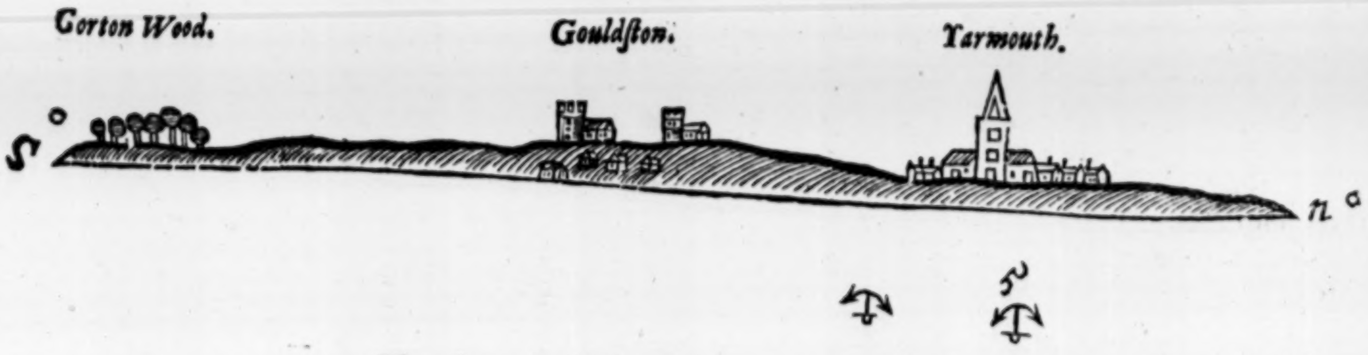
Thus ſheweth the Land from *Orfordneſs* to *Thorpneſs*.


Dunwich.
Southwold Haven.
Southwold Church.
Walderſwick.

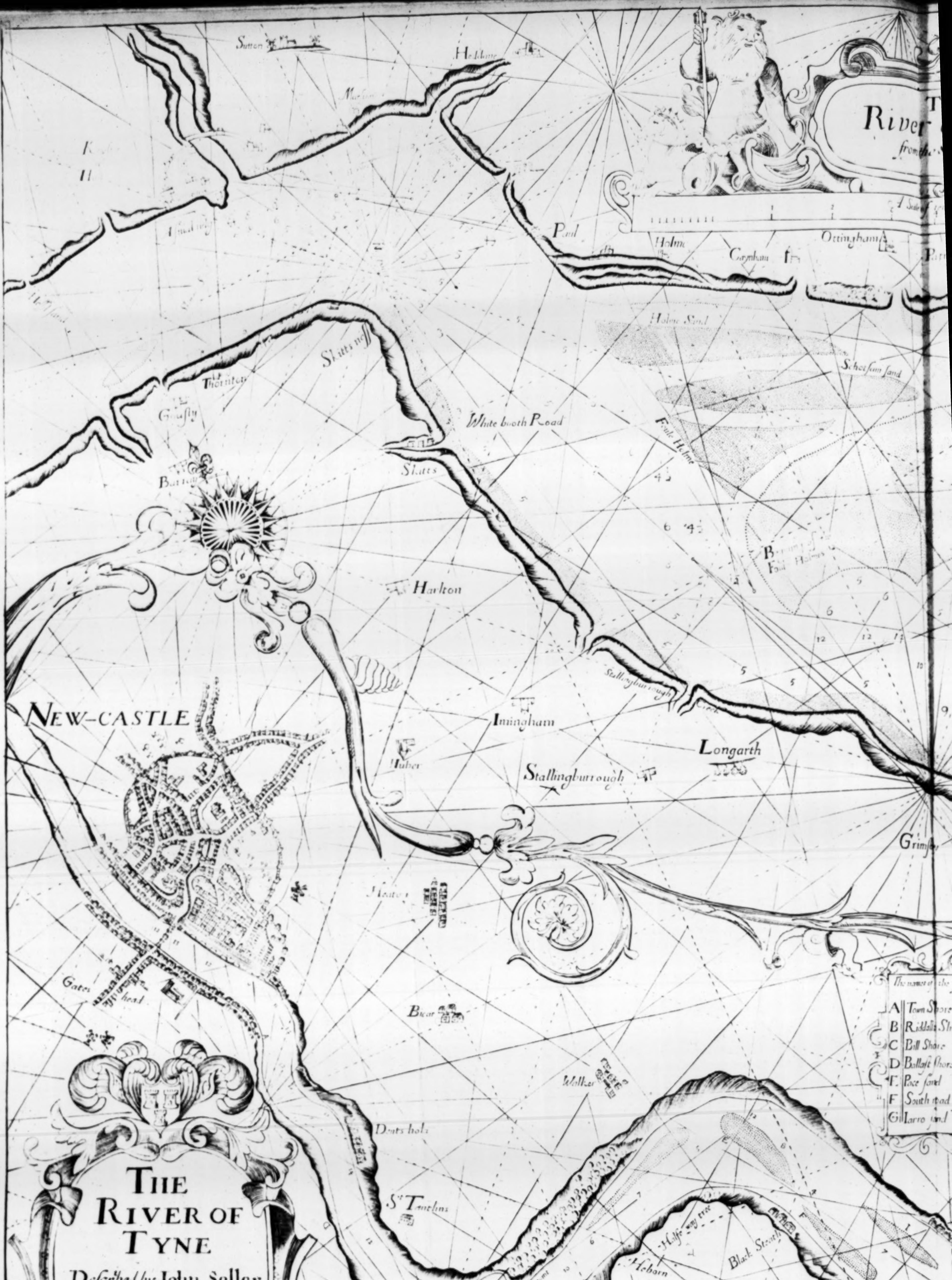
Thus ſheweth the Land from *Dunwich* to *Southwold*.



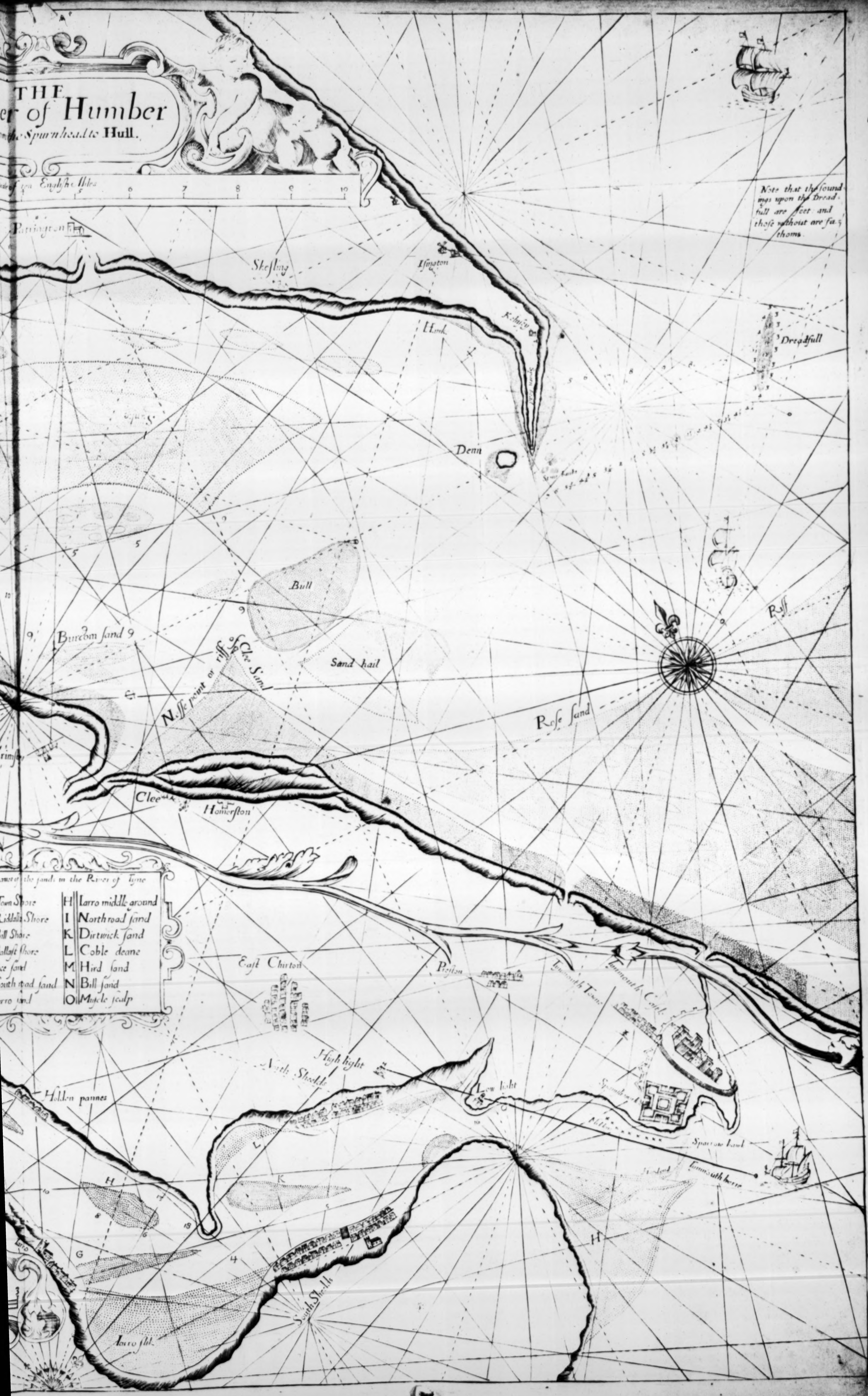
Thus ſheweth the Land between *Covehith* and *Leyſtaff*.



Thus ſheweth the Land from *Corton* Wood to *Yarmouth*.



THE
RIVER OF
TYNE
Deſcrib'd by John Seller
John Colſon Willia
Fiſher James Atkinſ
on and John Thornton

THE
er of Humber
om the Spurnhead to Hull.
ale of ten English Miles
4
5
6
7
8
9
10
Patrington
Skefling
Ismaton
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Note that the soundings upon the Dreadfull are feet and those without are fathoms.
Dreadfull
Denn
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Bull
Burcom sand 9
Nesse point or riff of Clee Sand
Sand hail
Ross
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Town Shore
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H Jarro middle around
I Northroad sand
K Dirtwick sand
L Coble deane
M Hird sand
N Bill sand
O Muscle scalp
East Chirton
Preston
Tinmouth Towne
Tinmouth Castle
High light
North Sheelds
Low light
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Holden pannes
Sparrow hawk
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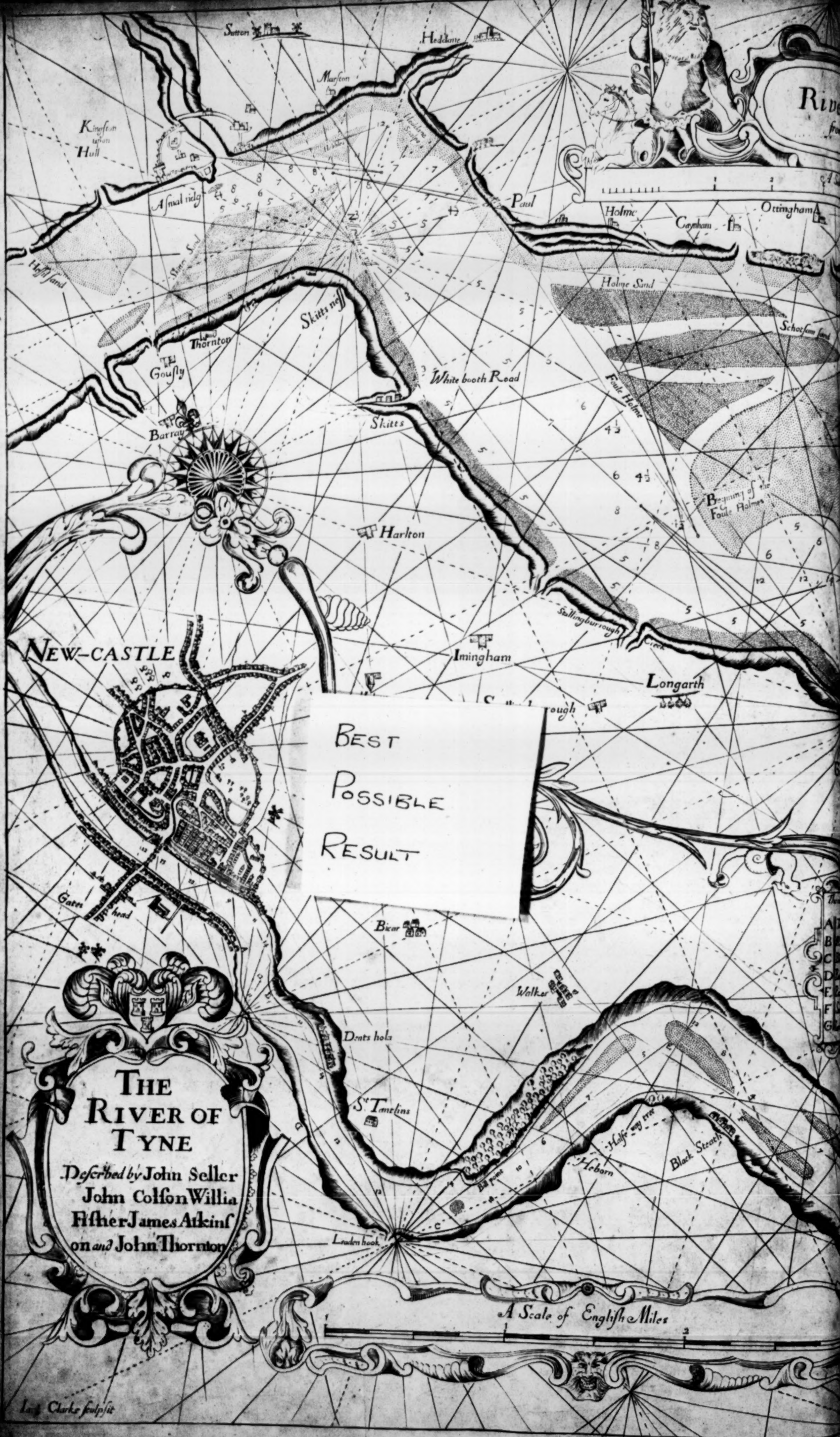
Jarro



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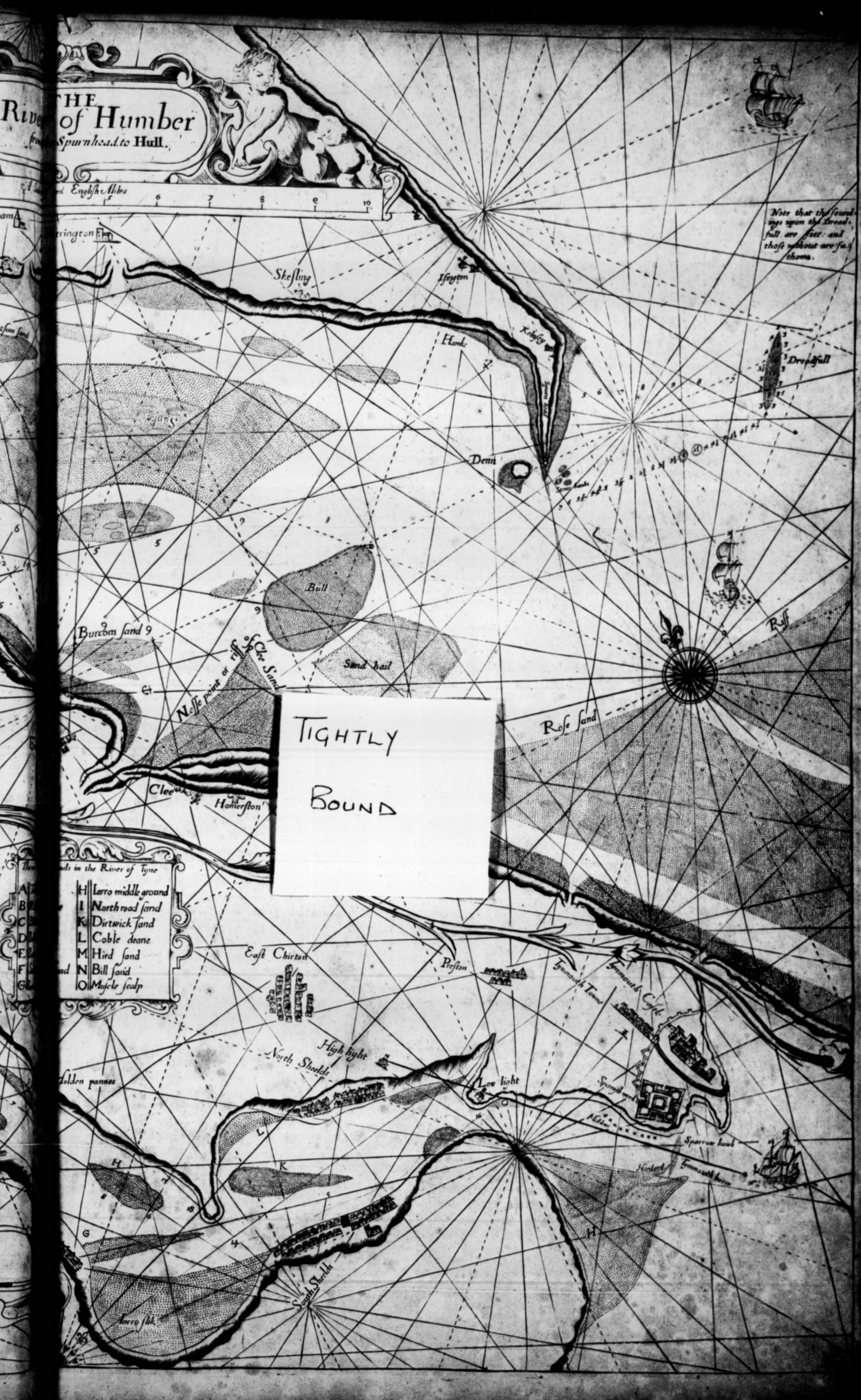


TIGHTLY

BOUND

BRITISH MUSEUM

CHAP. III.

Deſcribing the North Coaſt of England, *betwixt* Bornham *and* Flamborough-Head.

TO ſail to *Boſton Deep*, within *Boſton-Knock*. Firſt, You muſt keep the ſounding of the Shore in four or five fathom, till the Point of *Leger-Neſs* bear N. N. W. from you: Between the Shore and the *Knock*, in the middle of the Chanel, is five fathom, but falls dry at low-water. When *Leger-Neſs* bears W. N. W. from you, then ſteer S. W. through between the *Knock* and the ſhoal, (which ſhooteth off from the Shore to the Weſtward of *Leger-Neſs*) until you get again the depth of ſix or ſeven fathom (in this Paſſage there is but two fathom at low-water; it floweth there five fathom up and down). Being over it, ſail alongſt S. W. between the Long-ſand and the Shoal, which lieth off from the Shore. It is between nine and ten fathom deep, you may ſound on both ſides (aſwell the ſhoal that lieth off from the Land, as the Long-ſand) in five fathom, but the Flats are ſomewhat ſteeper than the Long-ſand.

To ſail into Boſton Deep.

To ſail without *Boſton Knock* into *Boſton Deep*, coming (as aforeſaid) to the Weſt-Land, you muſt look out for the Steeples of *Ingold-Mills*, ſtanding ſomewhat to the Northward of *Leger-Neſs*, bring them one in the other, and then they ſhall bear about N. N. W. from you: keep them ſo, and ſail S. S. E. until the Trees on a Point by *Leger-Neſs* come without the Point of the *Neſs*, and then you may run through between *Boſton-Knock*, when the aforeſaid Trees come a Handſpikes length to the Eaſtward of the Point of *Leger-Neſs*, then ſail S. W. and you may run right into the deep between *Boſton Knock* and Long-ſand, and ſo you ſhall find between the *Knock* and the Point of the Long-ſand five fathom, being paſt the *Knock* it will be eight, nine, or ten fathom deep. If you would ſail out of the Sea into *Boſton Deep*, then bring the foreſaid Trees a Handſpikes length without the Trees at the Point of *Leger-Neſs*, which will then bear from you about N. N. W. ſailing right with them till the high Land within *Leger-Neſs*, or *Winfleet*, begin to come even without the *Neſs*, which ſhall then bear from you ſomewhat more Northerly than Weſt, then you are within the Long-ſand Point. Or elſe there ſtand three little Houſes on the Sea-ſide, about half ways between *Leger-Neſs* and *Ingold*-Mills. When they bear N. W. from you, and the foreſaid Trees without the Point, then are you alſo within the Point of the Long ſand, ſail then S. W. between *Boſton Knock* and Long-ſand, as aforeſaid.

A little paſt *Leger-Neſs*, lieth a Shoal, or Flat, about the middle of the Chanel, yet ſomewhat neareſt the Long-ſand, when the Trees upon the Point to the Southward of *Winfleet*, come into the ſecond Valley of the high Land within *Winfleet*, then are you right thwart of this Shoal, edge therefore to one ſide or other, (rather towards the Shoal it is wideſt) keep boldly the ſounding of the Shoal, and run S. W. alongſt by it till the Steeple of *Boſton* come over the Steeple of *Butterwyke* (which is alſo a flat Steeple, but ſmaller than that of *Boſton*) ſtanding in a Wood; thwart of it lieth a ſhoal ſomewhat without the Point, being paſt that, ſail W. S. W. alongſt the aforeſaid Shoal, till the great Steeple of *Boſton* come over the ſecond Mill; there is good Anchoring by the Weſt-ſhore, in five fathom at low-water. If you come at low-water, you muſt Anchor and ſtay for your Tide, till half-Flood, for till then you cannot ſail further up, and you will not (on the ſhoaleſt place) find above two fathom, and ſo the Chanel lieth in alongſt the Beacons about South to the third Beacon; being paſt that, keep W. S. W. and by little and little, more Weſterly and Northerly, but run alongſt the Beacons, leaving them on your Starboard-ſide, and ſail North to the River.

To ſail out of the Deep.

Upon the Point of the River ſtandeth a Sheep-Houſe, before you paſs by it, it ſeemeth as if there were no opening, by reaſon its all green and even Land, run in by it alongſt the Shore, and being paſt it, the River doth open it ſelf; and being come within the Point, you muſt run within the Dikes a League, untill you come before the Town. In the River it muſt be half-Flood before the Water is deep enough to ſail. When you come a little within the Houſes of the Town, on your Larboard-ſide there you muſt let fall your Anchor, and ſtay till the Water begins to fall, and then you have Flood enough to drive you to the Key, and there you muſt make faſt. It doth not begin to Ebb, till the Water be fallen three foot. An Eaſt and Weſt Moon maketh (in *Boſton-Deep*) higheſt Water, but before the Town, an E. by S. and E. S. E. Moon. If you come from *Boſton*, and would ſail out of the Deep with a high-water, look out for the foreſaid high Land within *Leger-Neſs*, when that cometh behind *Leger-Neſs*, then you may boldly ſail your Courſe, either to the Eaſtward, or to the Northward, there is nothing that can hurt you.

Saltfleet-Haven.

From *Leger Neſs* to *Humber*, its about ſeven Leagues North and South, between them. About a League to the Southward of *Humber*, lieth a Place, called *Salt-fleet-Haven*, a little to the Northward of a Spire Steeple, called *Wilgrip* Steeple; thwart of the ſaid Haven, about a Mile from the Shore, lieth a Sand, which at low-water falleth almoſt dry, you muſt run without and leave it towards the Land; yet upon occaſion you may venture to ſail within it.

Directions to ſail into Humber, and ſo to Hull.

To ſail into the *Humber* coming from the Northward, you muſt be careful to avoid the *Dreadful*, which is a Sand that is lately grown up near the *Sporn*, upon which there has been ſeveral Ships caſt away; but the danger is now prevented by the Care of the Honourable Maſter, Wardens, and Elder Brethren of the *Trinity* Houſe, who have cauſed the Sand to be Surveyed, and permitted two Light-Houſes to be erected upon the *Sporn* Point.

Bearings of the Sand.

Kelſey bears N. W. three quarter Weſt from the South-point of this Sand, and the Point of *Dimlington* high Land N. W. by N. Alſo the Light-Houſes upon the *Sporn* point, bear W. by N. about four Miles off.

The Mark of the South-end

The Mark to carry you clear of the South-end of this Sand, is to bring *Eſſington* Steeple and a Wind-Mill behind it, both in one.

The South-end of the Sand is the ſhoaleſt, having but ſeven or eight foot at low-water, and is ſteep too, there being ſix fathom cloſe by it. The Sand lies N. E by N. and S. W. by S. in length one Mile and a half, it deepens from ſeven to twelve foot; on each ſide you will have three fathom, and at the N. E. end four fathom, and four and a half. From the Mouth of *Humber* ſailing to the Sand, you will find theſe ſeveral Depths; as ſeven fathom, ſix, five and a quarter, four and three quarters, five, five and a quarter, three and a quarter, two, two and a half, three, three and a half, two and a half, one and three quarters, four and three quarters, three and a half, four and a half, four and three quarters, five, five and a quarter, three and a half, ſix, ſix and a half, ſeven, ſix and a half, five fathom, and then you come upon the Sand: By which ſoundings you may perceive there are ſeveral Overfals and Knowls, the ſhoaleſt about a Mile and a half Weſt from the Sand; between the Sand and the Shore, you will have ſix, ſeven, eight, nine, eight, ſeven, ſix, five fathom.

Being within the *Sporn*, you may edge to the Northward and ride very well with a N. E. or E. N.E. Wind, or ſteer W. by N. towards the Buoy of the Sand, called the *Bull*, in ſeven or eight fathom Water: The thwart Marks of the ſaid Buoy, is a Houſe upon the Weſt end of the Cliff of *Claynеſs*, and from thence to *Grimsby* Road, and Anchor a little below the Beacon.

If you are bound into *Humber* coming from the Southward, then you muſt keep *Patrington* Spire Steeple a Sails breadth open of the Point of the *Sporn*, and ſteer in with that Mark, till you come to *Burcom* Beacon. Your Courſe up towards *Hull*, is N.N.W. or you may borrow off and upon the *Sonk* (which is a Sand lying on the North-ſide of the River, as far down as *Eſſington*) in four or five fathom Water, according as you have the Tide; but between the *Sonk* and the South ſhore, there lies many Banks and Overfalls, having but a fathom, or a fathom and a half Water. There are alſo Shoals, called the *Silver Pits*, lying in the Chanel, one of them is very dangerous, lying thwart of the Buoy of the *Bull*, a little ſhort of that and *Burcom* Beacon, on which Shoal (or Middle-ground) a *Newcaſtle* Ship was loſt, that drew not above thirteen foot water; therefore to avoid this, be careful to keep the South ſide. But above *Burcum* Beacon there lieth two or three Overfals, a good Birth off from the Shore. If you come ſo far as to bring *Pauls* Tower open of the Red Cliff to the Eaſtward, then are you clear, or about the Tail of the *Sonk*, then may you ſteer right over with the Town of *Paul*, and Anchor there, if you pleaſe, near the Town, but there runs a great Tide.

Burcum-Beacon. Sonk.

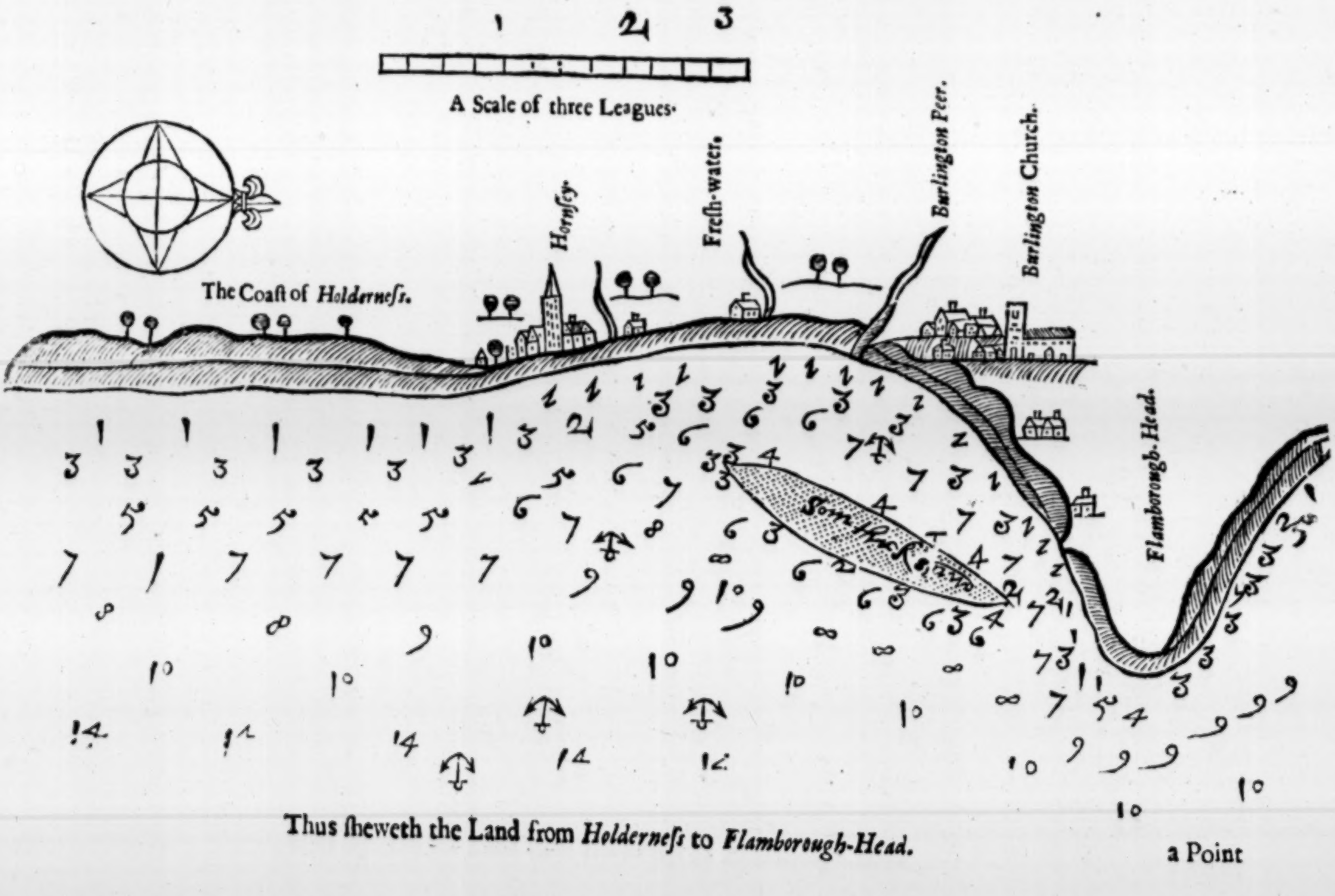
When you come to have almoſt the length of the foul *Holmes* (which lie on the North-ſide of *Humber*) you will ſee a little below *Pauls* high Cliff, a Church on the North-ſide, which you will ſee open a little to the Eaſtward of a ſmall Wood, and when you bring it within the Eaſt of the Wood, you are then in the Narrow, right thwart of the *Holms*, then run up W. N. W. till you bring the Town of *Paul* juſt open of the high Cliff, then you may ſail over to the Northward, till you bring the Hall (which hath a white top) right over the South Block-Houſe; and with theſe Marks you may run almoſt againſt the Town, where you may Anchor in five or ſix fathom Water. Between the *Sporn* and *Flamborough-Head*, it is ſhoal Water, about ſix, ſeven, or eight fathom.

Sporn-Head.

Flamborough-Head hath many white ſpots, and Chalky Hills, eſpecially upon the North-ſide towards *Filey*. It hath a Peer one League to the Weſtward: on the South-ſide lieth a little Town, called *Bridlington*, which alſo hath a Peer. You may come to an Anchor in *Bridlington* Bay in ſix or ſeven fathom.

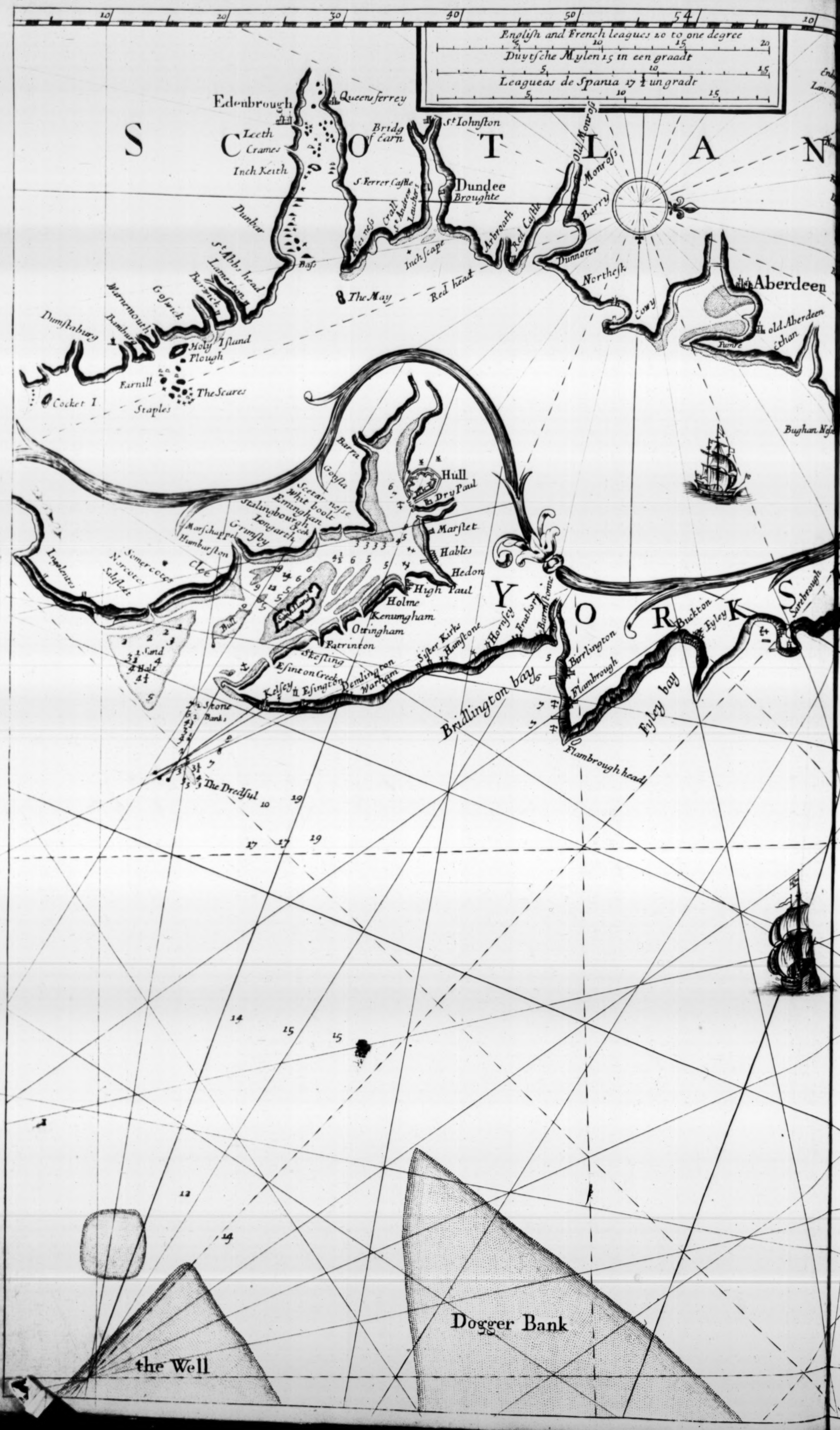
Bridlington.

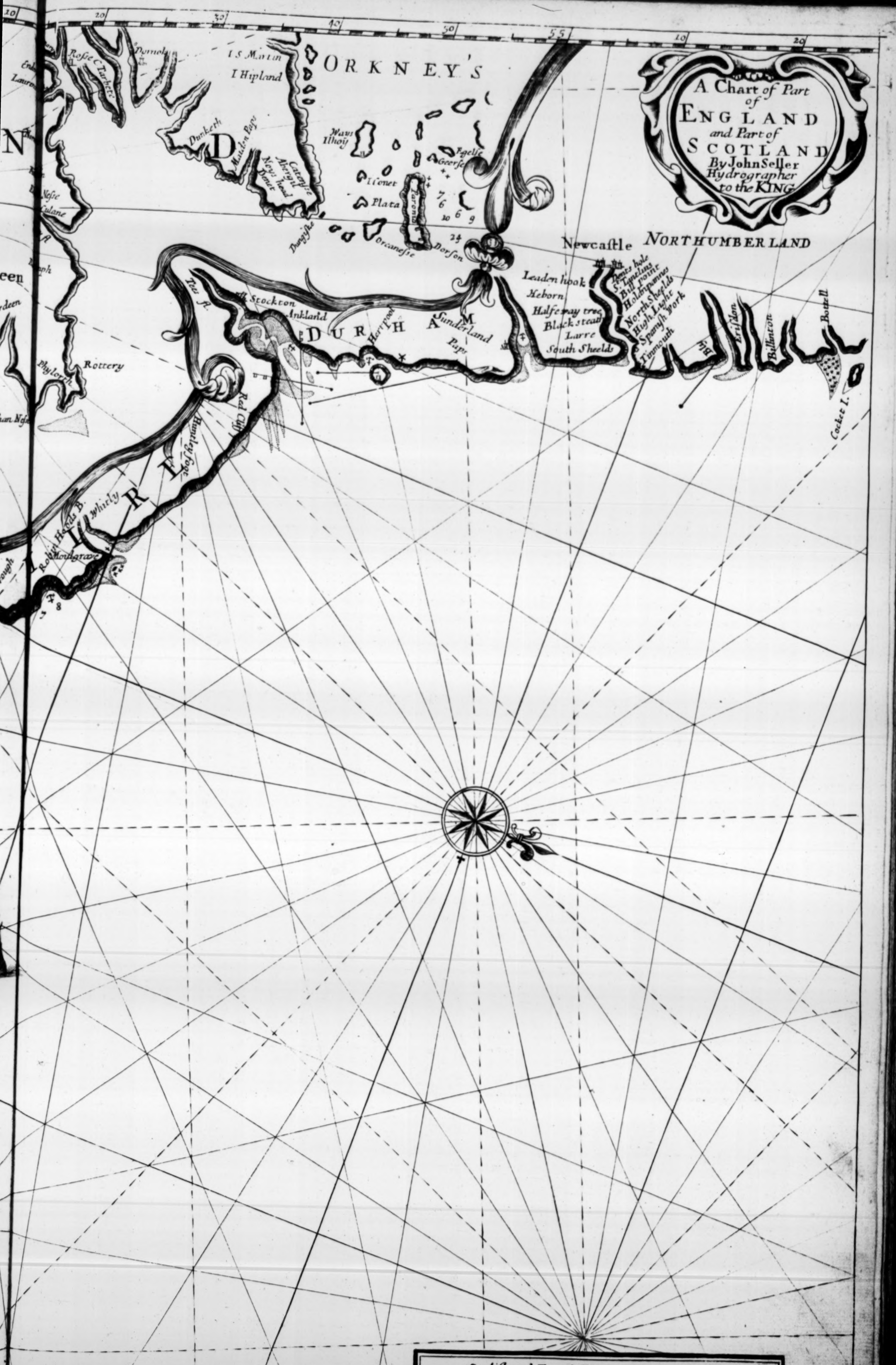
Four Leagues to the Weſtward of *Flamborough-Head*, lieth *Filey*, in a round Bay to the Southward of



Thus ſheweth the Land from *Holderneſs* to *Flamborough-Head*.

a Point


10
20
30
40
50
54
10
English and French leagues 20 to one degree
5
10
15
20
Duytsche Mylen 15 in een graadt
5
10
15
Leagueas de Spania 17 ½ un gradt
5
10
15
S C O T L A N
Edenbrough
Queens ferrey
Leeth
Crames
Inch Keith
Bridg of Earn
S.t Iohnston
S. Ferrer Castle
Dundee
Broughte
Old Monross
Monross
Barry
Red Castle
Arbroath
Dunnoter
Northesk
Cowy
Aberdeen
old Aberdeen
Ethan
Tumre
Bughan Nesse
Eiles ness
Crall
S.t Andrew
Leuchers
Inchscape
Red heat
The May
Bass
Dunbar
S.t Abbs head
Lamerton
Berwick
Goswick
Warnemouth
Bamburg
Dunstaburg
Holy Island
Plough
Farnill
The Scares
Staples
Cocket I
Barra
Gonsla
Hull
Dry Paul
Scetar nesse
Whit boolt
Emmghan
Stalingbourgh
Creek
Longarth
Grimsby
Marschappel
Humburston
Clee
Somercotes
Norcotes
Saltfleet
Ingolemes
Sand
Hale
Bull
Sand Island
Marslet
Hables
Hedon
High Paul
Holme
Kenumgham
Ottringham
Patrinton
Skesling
Esint on Creeke
Kelsey
Esington
Demlington
Warham
Sister Kirks
Hamstone
Hornsey
Frathorp
Barmstonne
Y O R K S
Birrlington
Flambrough
Bridlington bay
Flambrough head
Buckton
Fyley
Fyley bay
Sarebrough
Stone Banks
The Dredsul
10
19
17
17
19
14
15
15
12
14
Dogger Bank
the Well

A Chart of Part of ENGLAND and Part of SCOTLAND By John Seller Hydrographer to the KING
ORKNEY'S
I S Matin
I Hipland
Wais Ilhoij
Egelse
Georse
I Conet
Plata
Faronia
Orcanese
Dorson
Dungisbe
Dunketh
Maiden Paps
Catenese
Abergeil
Noss Head
Dowet
D
Rosse
C. Tarbett
Dornoh
Tees R.
Stockton
Ankland
DURHAM
Herrpool
Sunderland
Paps
Red Cliff
Runsley Foot
Whitby
Robin Hoods B.
Moulgrave
Rottery
Phyloroth
Newcaſtle
NORTHUMBERLAND
Leaden hook
Heborn
Halfeway tree
Blackstead
Larre
South Sheelds
Dents hole
St Tanelins
Bill point
Holdinpannes
North Sheelds
High Light
Spaniſh Work
Tinmouth
Bly
Erisdon
Billinton
Bottell
Cocket I.
10
20
30
40
50
55
10
20
Engliſh and French Leagues 20 to one degree
1 2 3 4 5 6 7 8 9 10

BRITISH MUSEUM

Flamborough-Head.

Smithick.

Northerly Wind to bear up for *Flamborough-Head*, give the Head a fair Birth, it is bold enough, only there is a Shoal, but not very far off from the Head, and being paſt the Point, Luff in alongſt by the Head towards *Bridlington* Peer, until you have brought the Wind Mill upon the high Land of the Head, to the Southward of the Valley, where the Water runneth down from the Hill, and there you may Anchor in clear ground in ſeven, eight, or nine fathom, according as the Tide is; there is a Sand called the *Smithick*, (to the Southward of you) but without the foreſaid Mark towards the Head, its all foul Ground, if the Wind be Southerly you may ride where you pleaſe, or you may go into *Filey* Bay and ride there, it is all clear Ground. At *Scarborough Wyck*, alſo the Ground is clear and good.

The Depths about theſe Lands.

Thwart of *Winterton* and *Cromer*, ſeven or eight Leagues from Land, it is eighteen and nineteen fathom deep, and there you may ſee the Land.

N. E. by N. from *Cromer* lieth a Bank, whereon at half Flood is about four fathom Water; from thence you may ſee the Land indifferent well.

To the Northward of *Humber*, you may ſee the Land in 25 fathom Water.

The ſetting of the Tides, alſo what Moon maketh full Sea.

Before *Cromer*, a S. E. Moon maketh high-water.

At *Blakeney*, *Wells*, *Burnham*, and *Lin*, an Eaſt and Weſt Moon.

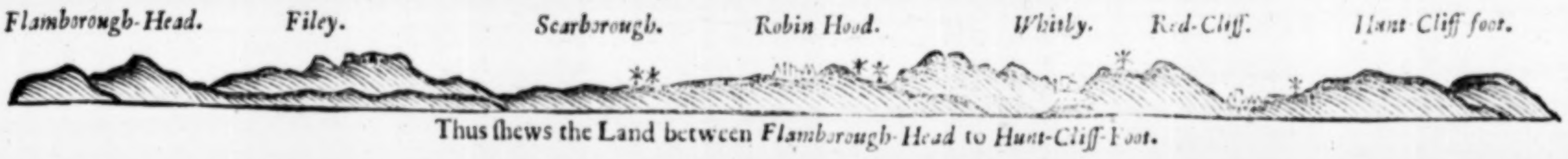
Before the *Humber*, an E. N. E. and W. S. W. Moon.

From *Blakeney* to *Flamborough Head*, the Flood ſetteth S. E. and the Ebb N. W.

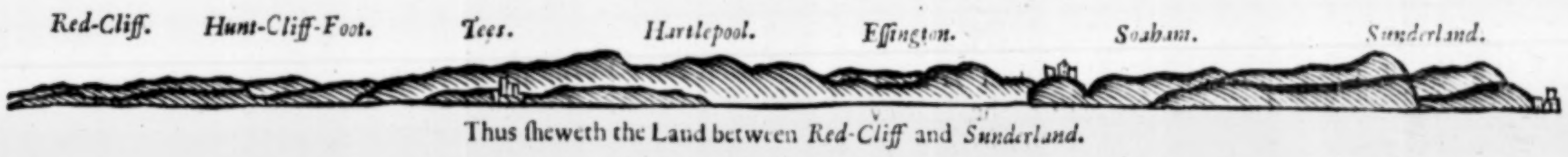
Courſes and Diſtances.

From *Cromer* to *Blakeney*, W. by N.	3 or 4. leagues.
From *Blakeney* to *Burnham*, through within the Sand, Weſt,	5 or 6. leagues.
From *Burnham* to *Chappel Land*, W. by S.	2 leagues.
From *Chappel Land* to *Leger-Neſs*, the Courſe is N. W.	5 or 6 leagues.
From the *Spern* to *Flamborough Head*, N. by W. and N. N. W.	10 leagues.
From the *Sporn* to the *Texel*, E. by S. and E. S. E.	55 leagues.

Thus appears theſe Lands at Sea.


Flamborough-Head.
Filey.
Scarborough.
Robin Hood.
Whitby.
Red-Cliff.
Hunt-Cliff foot.

Thus ſhews the Land between *Flamborough Head* to *Hunt-Cliff-Foot*.



Thus ſheweth the Land between *Red-Cliff* and *Sunderland*.

CHAP. IV.

Deſcribing the North Coaſt of England, *between* Flamborough-Head *and* Tinmouth.

Filey-Bridg.

WIthout the Head of *Filey*, lieth a Rock under Water, called *Filey Bridg*, between it and the Peer, you may lie afloat in five fathom at low-water, and have ſhelter from N. E. and Eaſterly Winds.

From the Point of *Scarborough*, it is W. N. W. three Leagues. *Scarborough* hath two Heads, or Peers, where you may run within them at high-water, but at low-water it falleth dry.

Robin Hoods Bay.

From *Scarborough* the Coaſt lieth alongſt by *Robin Hood*'s Bay, until you come before *Whitby*, almoſt N. W. but paſt *Whitby* the Land falleth in W. N. W. and by little and little more Weſterly unto the *Tees*.

Robin Hood's Bay is a good Road for a S. S. W. and Weſterly Wind, where you may lie in ſeven or eight fathom Water.

To ſail into Whitby.

Whitby Rock.

Whitby is a Tide-Haven, and falls almoſt dry at low-water. On the Eaſt-ſide of the Haven is a Beacon, which (at your going in) you muſt leave on the Larboard ſide, and ſo you may run up as high as the Bridg. There is a Rock lieth off *Whitby*, called *Whitby-Rock*, (or by ſome *Whitby Chambers*); the Marks to avoid it going to the Northward of it, is to bring *Whitby* Steeple open to the Northward of the South-point of the Harbour; and to run alongſt by it, you muſt keep the South-point of *Robin Hood*'s Bay clear of the Land of *Whitby*.

Salt-Scares.

From *Whitby* to the *Tees*, the Coaſt lieth W. N. W. and W. by N. about ſeven Leagues: between them both, lieth *Hunt-Cliff-Foot* and *Rock-Cliff*; *Hunt-Cliff-Foot* is a high Hill lying on the Sea ſide, about four Leagues to the Eaſtward of the *Tees*; Next to that is *Red-Care*, it is a Cliff of ſuch red Earth, that when the Sun doth ſhine againſt it, it ſheweth like red Cloth; theſe two are very good Marks to know the Coaſt by. Cloſe to the Southward of the Mouth of the *Tees*, lieth three ledges of Rocks, called the *Salt Scares*, about half a League E. N. E. into the Sea, which are very foul and ſtony, and are dry at low-water; upon the North-ſide they are very flat, ſo that you may ſound about them in five, ſix, or ſeven fathom; but on the South ſide are ſo ſteep, that coming near them, and ſounding in thirteen or fourteen fathom, you ſhall be upon them before you can heave the Lead again.

Long-Scares.

Hartle-pool.

Between *Hartlepool* and the *Tees*, lieth a dangerous Rock, called the *Long-Scares*, cloſe by the Shore, come no nearer than five or ſix fathom water. A League and a half from the *Tees*, lieth *Hartlepool*, upon a Point lying out almoſt like an Iſland, the Harbour lieth in a Bight to the Southward of the Town, within a Head, which is dry at low-water.

Directions to ſail into the Tees.

There are two Gully Heads that ſtand upon *Barnaby* Moor, keep them a ſails breadth open, which will bring you to the firſt Buoy, and then run up to the ſecond Buoy, which lieth on the South-ſide, then edge over to the Light-Houſe, and there you may Anchor in five or ſix fathom water. You may venture in at half Flood, if your Veſſel draw not above twelve foot water; and if you go up to *Stockton*, you muſt take in a Pilot, who will come to you.

To ſail into Hartlepool.

Gamble.

There is a Beacon ſtands upon a ledg of Rocks, which you muſt leave on your Starboard ſide, and ſo ſail right in with the Peer-Head; there is a Sand, called the *Gamble*, which you muſt be careful to avoid, by keeping as neer the Peer as you can.

To ſail into Sunderland.

Henden Rock.

The Cawſey.

Two Leagues to the Southward of *Tinmouth*, lieth *Sunderland*, there is a Rock, called *Henden Rock*, which is very dangerous, it lieth to the Southward of *Sunderland* Bar; when you come open of the Harbour you will ſee a Beacon on the North-ſide thereof, run in and leave it on your Starboard ſide, till you come to the ſecond Beacon, and ſo go up to the third Beacon, which is called the *Stell* Beacon, there is a ſtony Bank called the *Cauſey*, on the South-ſide; be careful to borrow towards the Beacon within two Ships length, and you ſhall go clear of the ſaid Bank: Then keep the Red-Houſe over *Dove-Cot-end*, and that will bring you to the other Beacon.

To ſail into Tinmouth-Haven.

Hurd.

Arſmidden.

Run alongſt the Shore till you come open of the Mouth of the River, then bring the Light-Houſes one in the other, and ſo ſail in, which will carry you clear of a Sand (called the *Hurd*) lying on your Larboard-ſide, and a Rock, called the *Arſmidden*, which lieth on the North-ſide until you are ſhut in, then you may open the Lights to the Southward.

Durtick Sand.

There is a Sand, called the *Durtick-Sand*, a little above *North-Shields*, on the North-ſide; to keep clear of it, edge over to the South-ſide till you come through crooked Reach, then the River lieth up Northward, and then Southward, to *Hawks-Bill*, and about by it to the Town of *Newcaſtle*.

In what Depths you may ſee theſe foreſaid Lands.

Flamborough-Head may be ſeen in thirty five fathom Water.

Scarborough may be ſeen from below, in forty five fathom Water.

The ſetting of the Tides, alſo what Moon maketh full Sea.

At *Flamborough* and *Filey*, in the Peer, a W. S. W. Moon maketh full Sea.

At *Scarborough* and *Robin Hood*'s Bay, a S. W. and N. E. Moon.

In the *Tees* and *Hartlepool*, a S.W. and N.E. Moon.

Before the River *Tine*, a S. W. and N. E. Moon.

Thwart off *Flamborough-Head*, *Scarborough*, the *Tees*, and alſo thwart the River *Tine*, the Flood ſetteth S. E. and the Ebb N. W.

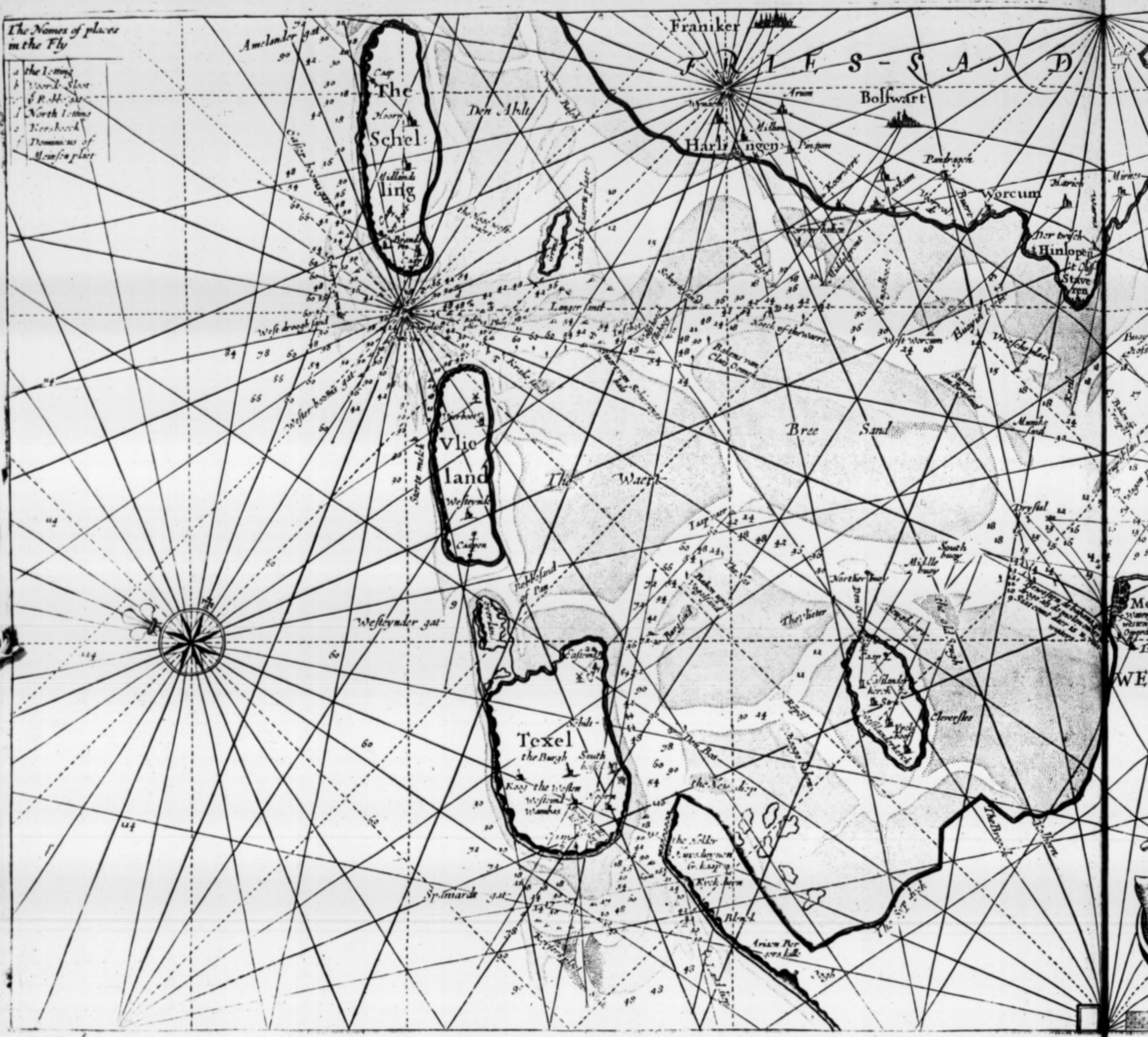
To the Northward of the *Tees*, the Flood ſetteth S. S. E. alongſt by the Land, and from the *Tees* to *Scarborough* S. E. by E.

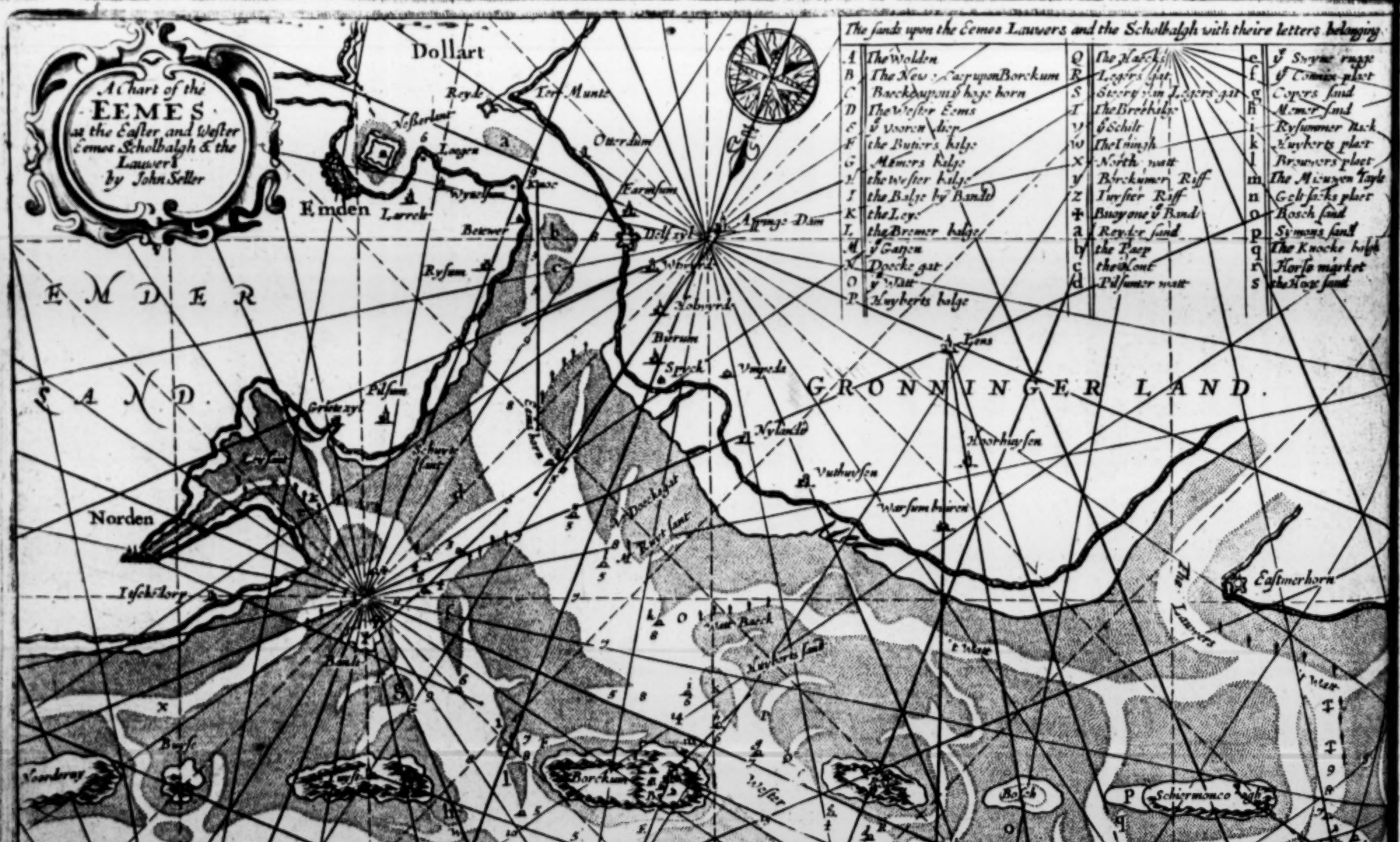
Courſes and Diſtances.

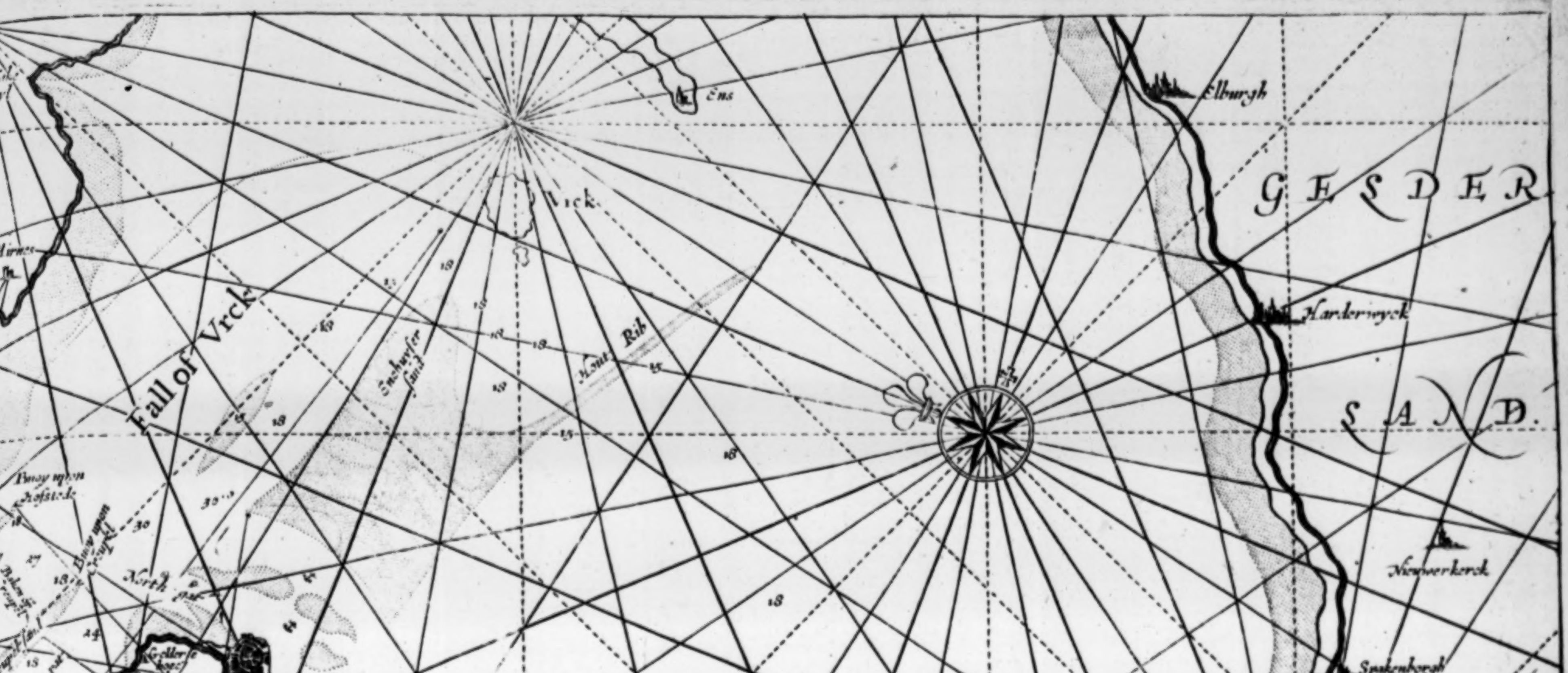
From *Flamborough-Head* to the Point of *Filey*, N. W.	4 leagues.
From *Filey* to *Scarborough*, N. W.	3 leagues.
From *Scarborough* to *Whitby*, N. W. by W.	6 leagues.
From *Whitby* to the *Tees*, W. N. W. and W. by N.	8 leagues.
From the *Tees* to *Tinmouth*, N. N. W.	9 or 10 leag.
From *Whitby* to *Tinmouth*, N.W.	18 leagues.

Here we paſs from the Coaſt of England *to the Coaſt of* Flanders *and* Holland, *proceeding to the Northward, from* Calice *to the* Texel.

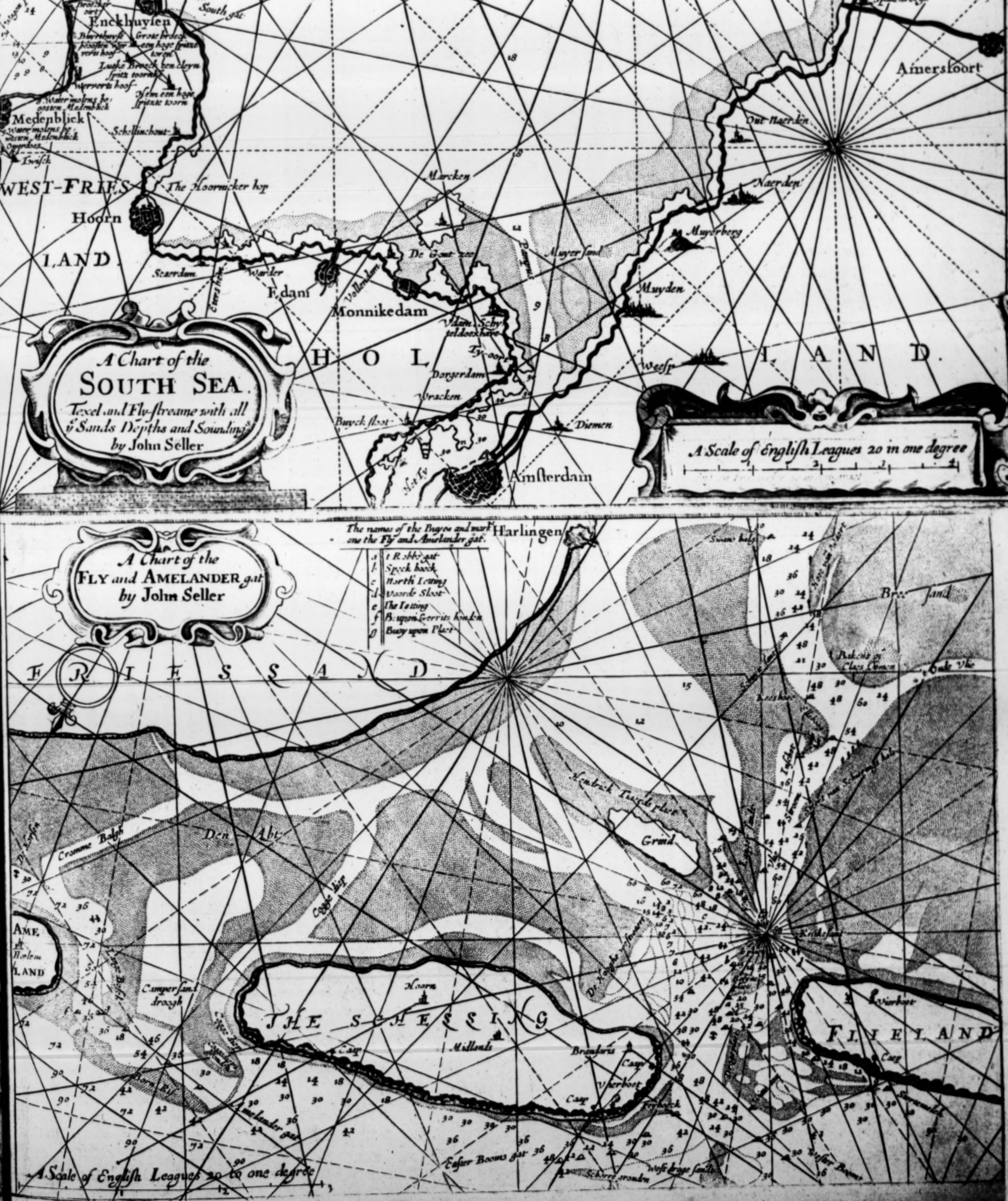
CHAP.


The Names of places in the Fly
a the Ittings
b Voorde Slaet
c y^e Robbe gat
d North Ittings
e Keesbeeck
f Dominicus of Meinsen plart
Amelander gat
The Schel ling
Den Ahlt
Franiker
F R I E S - L A N D
Arum
Bolswart
Harlingen
Worcum
Hinlopen
Stavoren
West droogh sand
Wester boomes gat
Vlie land
Bree Sand
The Waert
Westeynder gat
Texel
the Burgh
Spaniards gat
The New diep
The Sijp dyck

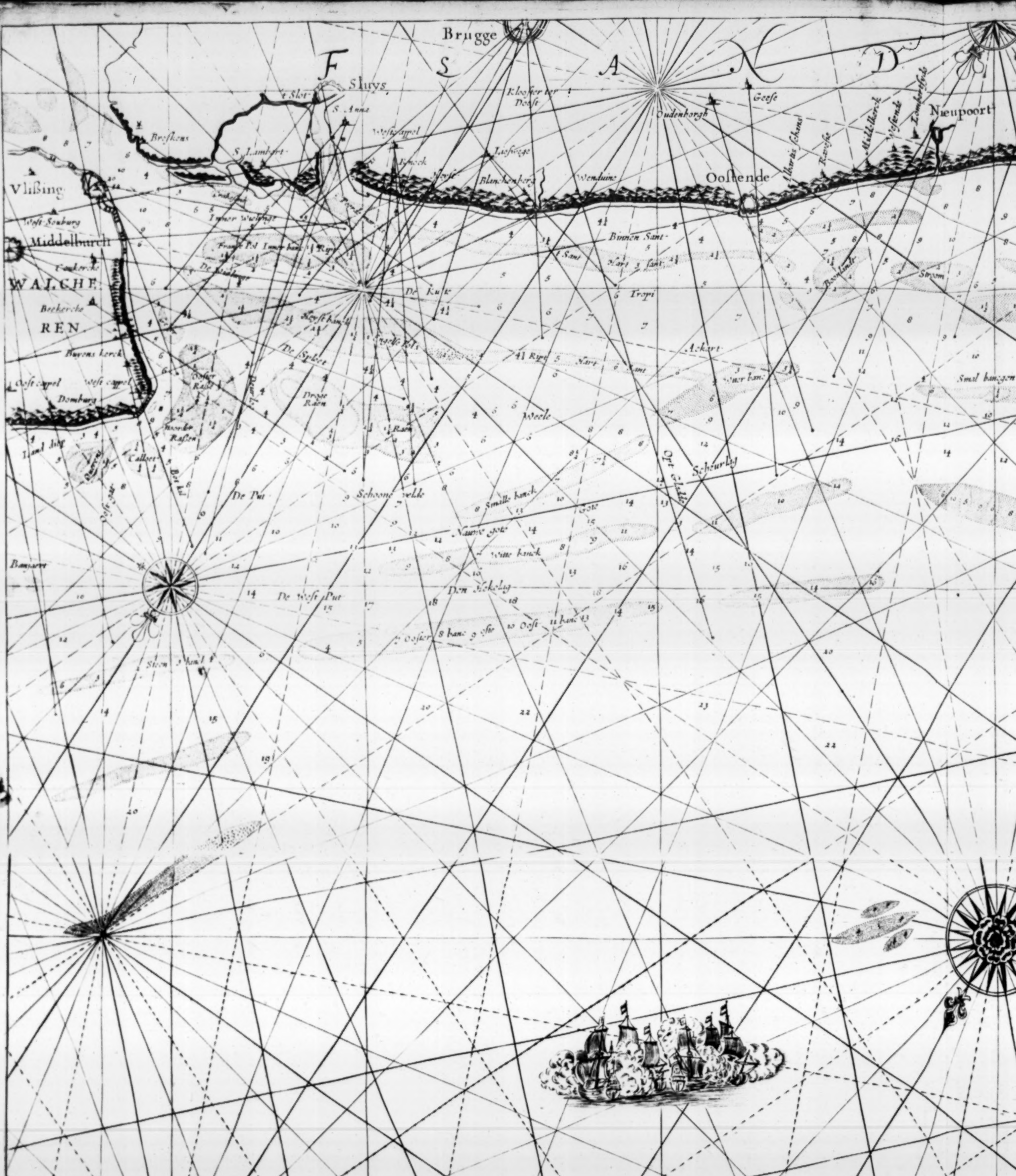

A Chart of the
EEMES
as the Easter and Wester Eemes Scholbalgh & the Lauwers
by John Seller
The sands upon the Eemes Lauwers and the Scholbalgh with theire letters belonging
A The Wolden
B The New Gat upon Borckum
C Backe upon y^e hoge horn
D The Wester Eems
E y^e Vooren diep
F the Butiers balge
G Memers balge
H the Wester balge
I the Balge by Bandt
K the Ley
L the Bremer balge
M y^e Gatsen
N Doecke gat
O y^e Watt
P Huyberts balge
Q The Hacks
R Legers gat
S Steert van Legers gat
T The Breebalge
V y^e Schilt
W The Iningh
X North watt
Y Borckumer Riff
Z Twister Riff
✝ Buoy one y^e Bandt
a Reyder sand
b the Paep
c the Kont
d Pilsumer watt
e y^e Swyne rugge
f y^e Commis plact
g Copers sand
h Memer sand
i Rysummer Back
k Huyberts plact
l Brouwers plact
m The Mieuwen Tayle
n Gelt sacks plact
o Bosch sand
p Symons sand
q The Knocke hoek
r Horse market
s the Hose sand
Dollart
Emden
Delfzyl
E M D E R
L A N D
G R O N N I N G E R   L A N D .
Norden
Borckum
Schiermonco
Easter Eems
English leagues 20 to one degree



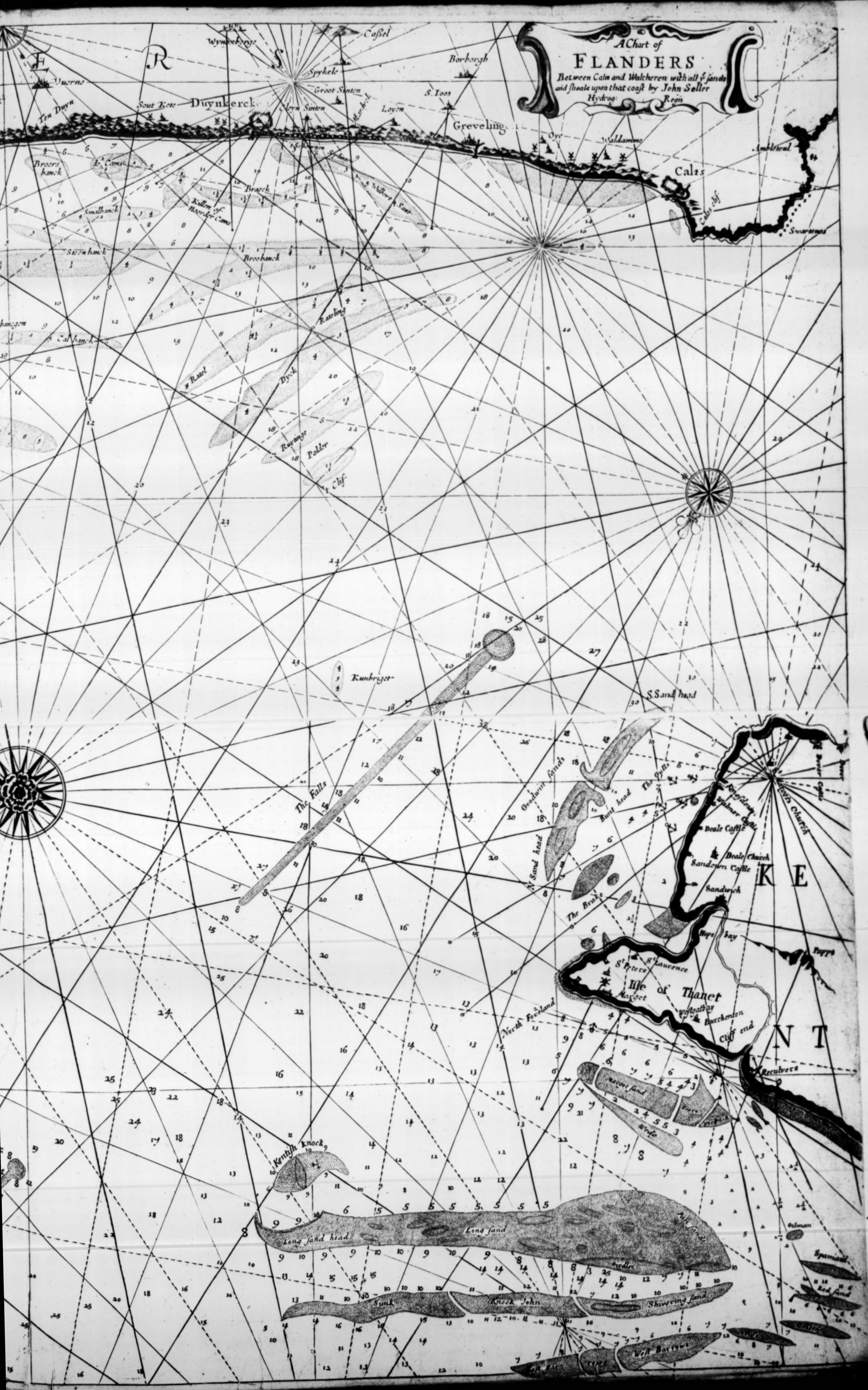
A Chart of the SOUTH SEA Texel and Fly-streame with all yͤ Sands Depths and Soundings by John Seller



A Chart of the FLY and AMELANDER gat by John Seller



F L A N D
Brugge
Sluys
Slot
S. Anna
Breskens
S. Lambert
Vlißing
West Souburg
Middelburch
WALCHE REN.
Boekercke
Oost cappel
West cappel
Domburg
Clooster ter Doest
Oudenborgh
Oostende
Geese
Nieupoort
Blanckenborg
Wenduine
Heyst
Binnen Sant
Ackart
Schoone velde
De Put
De West Put
Weele
Schuurleg
Smal banck
Steen banck
Galloper
English and French Leagues 20 in one degree
1 2 3 4 5
Duytche mylen 15 in een graet
1 2 3 4



A Chart of

FLANDERS

Between Calis and Walcheren with all ye sands and shoale upon that coast by John Seller Hydrog: Regis

BRITISH MUSEUM

CHAP. V.

Deſcribing the Coaſt of Flanders, *from the Chanel betwixt* Dover *and* Calice *to* Sluce.

F*Landers* is a Land full of Sand-Hills, and Hommocks, with many Steeples alongſt the Coaſt, lying from *Calice* to the Haven of *Sluce*, N. E. by E. 21 Leagues. Almoſt a League E. S. E. from *Calice-Cliff*, lieth the Haven of *Calice*; it hath many Spire Steeples, one is higher than any of the reſt. From *Calice* to *Graveling*, it is E. N. E. three Leagues; betwixt both lie theſe Villages with Steeples (the reſt being without any). Firſt, *Waldam*, a ſquare Steeple with a little Spire, then *Daſen* and *Hoogenpriſe*, two ſquare Steeples. *Graveling* hath no Steeple, but there are two Mills, one at the Eaſt-gate, the other at the Weſt-end of the Town. From *Graveling* to *Dunkirk*, it's three Leagues; betwixt them ſtand theſe Steeples. Firſt, Saint *George*'s, a high Spire Steeple; *Mardyke*, a great ſquare Steeple; *Great-Sniten*, a great ſquare Steeple, and *Little-Sniten*, a ſmall Spire Steeple. *Dunkirk* hath two Steeples, one a high ſquare Steeple, the other a little Spire Steeple. From *Dunkirk* to *Newport*, it's four Leagues and a half; a League to the Eaſtward of *Dunkirk*, ſtands *South-Coten*, to the Eaſtward of that ſtands *Ten-Duyn* Cloyſter.

Calice.
Waldam.
Daſen.
Hoogenpriſe.
Graveling.
S. Georges.
Mardyke.
Great-Sniten.
Little-Sniten.
Dunkirk.
South-Coten.
Ten-Duyn.
Newport.

Newport hath a ſquare Steeple, with a little Spire on it; a little to the Eaſtward of *Newport*, ſtandeth our *Lady of Lombardy*, a high ſquare Steeple. A League to the Eaſtward of *Newport*, ſtandeth *Middlekirk*, a high ſquare Steeple; and a League to the Eaſtward of that lieth *Albertus-Sconce*; half a League to the Eaſtward of *Albertus-Sconce*, lieth *Oſtend*, which is diſtant from *Newport* two Leagues and a half. From *Oſtend* to *Sluce*, it's five Leagues and a half; two Leagues to the Eaſtward of *Oſtend*, ſtandeth *Wendaine*, a Spire Steeple; a little to the Eaſtward of that ſtandeth *Blankenberg*, a ſquare Steeple; within the Land over *Blankenberg*, ſtandeth *Bruges*, having two Spire Steeples upon one Church; a little to the Weſtward of *Blankenberg*, ſtandeth *John David*'s Steeple; a League to the Eaſtward of *Blankenberg*, ſtandeth *Heiſt*, a Spire Steeple; and betwixt *Heiſt* and *Blankenberg*, (but higher upon the Land) ſtandeth *Liſweg*, a ſquare Steeple to the Eaſtward of *Heiſt* ſtandeth *Knock*, a Spire Steeple, but not ſo high as *Heiſt*; to the Eaſtward of *Knock*, and higher upon the Land, ſtandeth *Weſt-Chappel*, a little low ſquare Steeple, with a ſhort Spire on it; to the Eaſtward of that is St. *Ann*, a ſquare Steeple; to the Eaſtward of St. *Ann*, ſtandeth *Sluce*. What is here ſaid of theſe Steeples, and Diſtances alongſt the Coaſt of *Flanders*, is very ſerviceable for the Sailing into the Havens of *Flanders*, but eſpecially for the knowledg of the Coaſt, and of the Flemiſh Banks, which now follow.

Lady of Lombardy
Middlekirk.
Albertus-Sconce.
Oſtend.
Wenduine.
Blankenberg.
Bruges.
John Davids.
Heiſt.
Liſweg.
Knock.
Weſt-Chappel.
St. Ann.
Sluce.

The Haven of *Calice* Ebbeth dry every Tide, and at high-water (with a common Tide) not leſs than three fathom. To ſail in there, keep the Mill (ſtanding on the Eaſt-point of the Town) right over the Eaſt-Peer-head, and run in cloſe alongſt by the ſaid Head, leaving the Caſtle to the Weſtward of you; from the Weſt-Peer-head runneth off a little Ledg, which you muſt avoid. When you are come in within the Weſt-Peer-head, you muſt ſail up to the Weſtward into Paradiſe, where you will lie dry at low-water. By Night, when the Tide ſerves, there ſtands two Fires, you muſt run in with them; yet it's not good to go into this Haven before high-water, becauſe of the exceeding ſtrong Tide of Flood, and to avoid the Anchors of Ships which lie there within. Here it's dangerous, and bad lying, eſpecially with a Northerly Wind, which there bloweth right in. Thwart off from the Weſt-Peer-head, lieth a Bank, on which there is about two fathom water; betwixt this Head, or *Meyland*, and the ſaid Bank, you may run through (between it and the Main) in three fathom at half-flood. Under *Calice-Clift*, at the Eaſt-end, you may Anchor in ten fathom, but at the Weſt-end lieth a Rock under Water, a Bow-ſhot from the Land. *Calice-Clift* lieth betwixt *Calice* and *Blackneſs*.

Calice.
A Ledg.
A Bank.
Calice-Clift.
A Rock.

Graveling is alſo a Tide-Haven, into which you muſt go at high-water: There ſtandeth two Beacons, which you muſt keep one on the other, and ſail in betwixt the Peer-Heads; on the Weſt-ſide runneth off a little Ledg, which you muſt avoid. When you come from the Eaſtward alongſt the Coaſt, running through *Woolbreach* Sound, at the end of the Brakes (that are the Banks before *Dunkirk*, and from thence Weſtward) then you come againſt the Weſt point of the fore-ſaid little Ledg, or Sand of *Graveling*, which lieth a good way off into the Sea; to the Eaſtward of it, you may run into the Haven of *Graveling* (by Night) right in with the Fires.. To the Weſtward of the Haven of *Graveling*, lieth a Bank alongſt the Shore, reaching a good ways off from the Land to Seaward, almoſt as far to the Weſtward as *Calice*, called the *New-Land*. You may run alongſt by it, or over it, in four or five fathom, according as you will.

Graveling
A Ledg.
A Bank called New-land.

To ſail into *Dunkirk*, bring the Fires within a Capſton Bars length one of the other (to wit) the innermoſt ſo much to the Eaſtward of the outermoſt; keep them ſo, and run in cloſe alongſt by the Eaſt-Peer-head. The Weſt-Peer-head lieth ſomewhat further off into the Sea, than the other; thwart of it lieth a Sand, with ſome Piles on it, which you muſt avoid, by running cloſe by the Eaſt-Peer. It's a narrow Haven, and at high-water, with a common Tide, there is about twelve foot Water. In the Night they keep Fire there, from half-Flood, to half Ebb; and the loweſt Fire-Beacon ſtandeth next the Sea-ſide. From the Weſt-Peer, runneth off a Bank about two Leagues long, called the *Splinter*, which at many places Ebbeth dry at low-water. You may ſail in by the Shore behind the Bank, from the Weſtward, almoſt to the Weſt-Peer, and there you may come to an Anchor in five, ſix, ſeven, and eight fathom. About half a League from the foreſaid Weſt-Peer, there runneth a ſmall Chanel through the foreſaid Bank, where little Ships may go through at high water. The *Quade* Bank runneth off, at leaſt two Leagues to the Eaſtward of *Dunkirk*, and ending to the Weſtward thwart off the Peer-heads of *Dunkirk*. To the Eaſtward of the Eaſt-Peer of *Dunkirk*, you may Anchor behind this Bank, and lie ſheltered for a N. W. North, and N. E. Winds; it's there two fathom deep at low-water, but at the coming in it's ſhoaler. Before the Havens Mouth it's nine and ten fathom deep, and to the

Dunkirk.
A Sand.
The Splinter.
Quade Bank, or Brake.

Weſtward

Small-Bank.

Weſtward of the Weſt-Peer, ſix, ſeven, and eight fathom Water, from thence you may run over the ſmall Bank in three fathom, and come againſt the broad Bank. This ſmall Bank lieth right thwart before the Haven (to wit) betwixt *Dunkirk* and the broad Bank.

Newport.

To ſail into Newport.

Newport is a Tide Haven, which Ebbeth dry every Tide, and at high water (with a common Tide) there is thirteen foot. Cloſe before the Havens Mouth is a Bank, which lieth from the Eaſtward of the Haven of *Newport*, over to the Weſtward thwart before the Havens Mouth, which at half-Flood lieth dry, and at high-water not above eight foot on it. If you would ſail into *Newport*, ſail into the Weſtward, betwixt the foreſaid Bank and the Land, and ſail in to the Southward of the Bank, until the innermoſt Beacon come a little to the Eaſtward of the outermoſt, and then run right in by them, and alongſt the middle of the Chanel, betwixt the Heads. Betwixt the Bank and the Land, it's on both ſides flat, riſing Ground, ſo that you may ſound the Shores on both ſides, but on the North ſide the Bank is ſomewhat ſteep; it's three fathom Water cloſe alongſt by it. Within the Havens Mouth are ſet Beacons on both ſides, betwixt which you muſt run through, till you come before the Town, which lieth about Canon-ſhot from the Sea-ſide. In the Night there is Fire kept upon the two great Beacons, but no longer than from half-Flood to half-Ebb. From *Newport* to *Dunkirk*, alongſt by the Shore within the Banks, there is no foul Ground, and fifteen foot deep at low-water; the nearer the Shore the deeper. Thwart of the Cloyſter *Ten-Duyn*, betwixt it and *Broers*-Bank, is the narroweſt, which lieth not far from the Shore, thwart off it; you muſt not go cloſe alongſt by the Shore.

Oſtend.

For to ſail in at *Oſtend*, you muſt run along cloſe to the Eaſtward of the Town, into the Haven of *Gueele*. On the Eaſt-point of the Haven lieth a Head, whereon ſtandeth a Beacon, you muſt run cloſe in alongſt by it, there being the deepeſt Water. From the Weſt ſide towards the Town, ſhooteth off a little Flat, therefore you muſt avoid that ſide a Ships length or two. At low-water, and at a common Tide, there is in the Havens Mouth, about ſix foot Water, and at high-water 22 foot. A little within the Haven, you may Anchor where you will, and at low-water, you may lie there with a great Ship afloat.

The Flemiſh Banks.

Weſt from *Weſt-Chappel* (on *Walcheren*) and N.W. from *Oſtend*, about nine Leagues without the Coaſt of *Flanders*, lieth a little Flat, whereon at low-water is about 22 foot; in foul Weather the Sea breaketh very much on it.

The Trick

About five Leagues from *Oſtend*, lieth a Bank, called the *Trick*, on which there is about fifteen or ſixteen foot Water. When St. *Katherines* Steeple cometh againſt *Oſtend*, then you come on againſt this Bank; betwixt this Bank and *Oſtend*, lieth another Bank, of three fathom deep.

The Geer.

Betwixt *Oſtend* and *Newport* lie four Banks, all which begin off *Oſtend*, the two neareſt to the Land, end thwart of *Newport*; the other lie alongſt the Land almoſt to *Dunkirk*, the firſt and neareſt to the Land, is called the *Geer*; betwixt that and the Land, goeth through a Chanel, of eight, nine, and ten fathom deep.

Laland, or Boomland.

The ſecond called *Laland*, or *Boomland*, ending alſo againſt *Newport*; betwixt theſe two, goeth through a Chanel of eight and nine fathom deep.

Stroom.
Stone-Bank.

The third are two Banks, joyning one to the other, the Eaſtermoſt (ending half ways, betwixt *Oſtend* and *Newport*) is called ***Stroom***; the Weſtermoſt ending thwart of *Dunkirk*, is called the ***Stone-Bank***, which hath on the Eaſt-ſide a Hook, to the Eaſtward running to nothing (almoſt) againſt *Newport*; on this Bank is three or four fathom Water, and on the Eaſt end, five and ſix fathom.

Sandele.
Calbank.

The fourth is alſo in two Banks, the Eaſtermoſt is called ***Sandele***, and the Weſtermoſt *Calbank*, or *Small-Bank*, which lieth alongſt by the broad Bank.

If you would go to *Dunkirk*, and cannot get alongſt by *Flanders*, you muſt run without theſe Banks, until you come againſt *Broad-Bank*, and then in alongſt by it in five and ſix fathom; the Chanel is fifteen fathom deep. When the two Steeples (to the Southward of *Newport* being ſomewhat flat) ſtand a Handſpikes length aſunder, then are you thwart of theſe four Banks, on which at low-water in ſome places there is not above one fathom, and at Spring-Tides fall almoſt dry.

Betwixt all theſe Banks you may Anchor in nine, ten, eleven, and twelve fathom, and may run over them in four fathom; but when you are to the Weſtward of them, you will find eight, nine, and ten fathom.

Broers-Bank.

The *Broers-Bank* lieth cloſe to the Land, thwart of *Broers*, and the Cloyſter ***Ten-Duyn***, and lieth off of the Shore W. N. W. about a League into the Sea. When the Cloyſter of ***Ten-Duyn*** beareth South from you, then are you at the innermoſt part of the Bank; you may run through betwixt the Land and this Bank, in four fathom at low-water: But moſt commonly they run to the Weſtward of it, when you ſail through within the Banks alongſt the Coaſt of *Flanders*.

Camsbank

A little to the Weſtward of *Broers-Bank*, lieth *Camsbank*, which hath three fathom Water on it: You may run through betwixt the Land and this Bank, in eight, nine, and ten fathom, and may alſo ride there for all Winds, by the Land. Betwixt this and *Broers-Bank*, it's five fathom deep. When you run through betwixt this Bank and the Land, then you come alongſt by the *Quade-Bank*, until you come before the Haven of ***Dunkirk***. When you are to the Weſtward of ***Dunkirk***, about S. W. from the *Splinter*, then you run over a ſhoal of two fathom, called *Wilbaert Sand*, being over it, you will have again ten, eleven, and twelve fathom. When *Borburch* Steeple cometh in the Valley of the Sand-Hill, then you are thwart of this Bank; by theſe Marks you may ſail through the Banks N. N. W. into the Sea, and come againſt the tail of the *Broad-Bank* in four fathom. When you edge again ſomewhat towards the Land, in twelve, thirteen, or fifteen fathom, then you may ſail through betwixt the broad and the ſmall Bank, E. N. E. and E. by N. on till you are paſt the Cloyſter ***Ten-Duyn***, or *Broers-Bank*. To the Eaſtward paſt this Bank, it beginneth to be ſhoal Water, againſt *Newport*, four or five fathom; being paſt *Newport*, you muſt edge towards the Land, in eight, or nine fathom, keeping cloſe to the Land, and then you ſhall run through betwixt the Land and the *Geer* (which lieth alongſt towards *Oſtend*). When you come againſt *Oſtend*, then you are clear of the Banks, and may run into the Sea, to go into the *Weilings*.

Wilbaert Sand.

Mark of the Flemiſh Banks.

There lie yet five long Banks alongſt *Flanders*: when *Graveling* bears S. E. from you, then you are thwart of the South-end of theſe Banks, and when *Newport* bears S. E. from you, then you are thwart of the North-end of them; they are very long, and betwixt each goeth a wide Chanel of eight, nine, and ſo to twenty fathom deep.

The Cliff.

The outermoſt, or Weſtermoſt Bank, called the *Cliff*, lieth from *Calice-Clift* N.N.E. about 6 Leagues and a half, and is three fathom and a half deep; betwixt this and the other goeth a wide Chanel, of 23 and 24 fathom deep.

[illegible] The ſecond called the *Ruyting*, lieth from *Calice-Cliſt*, N. E. by N. about five Leagues, and is there about five or ſix fathom deep; but upon the South-end of it is a ſhoal, of a fathom and a half deep. When the South-end of *Winoxbergh* cometh betwixt the two flat Steeples to the Weſtward of *Dunkirk*, then are you thwart of this ſhoal.

There ſtands three or four Mills to the Eaſtward of *Dunkirk*; when the outermoſt cometh over the Eaſt-end of the Town, that is a good Mark for this ſhoal; and then the Steeple of **Dunkirk** will bear S. E. five Leagues from you. Betwixt this and the third, goeth alſo a Chanel of twelve or thirteen fathom deep.

The Dike. The third, called the *Dike*, lieth from *Calice-Cliſt* N. E. and is four or five fathom deep. Upon the South and North-end of this Bank are ſhoals, the Southermoſt is one fathom deep, and lieth alſo upon the Marks of *Winoxbergh*, about N. W. ſomewhat Weſterly from *Dunkirk*, and is called the *Dike Polder*. The other ſhoal of this Bank, is about four fathom and two foot deep, and lieth N. W. from the Cloyſter *Ten-Duyn*. The Banks are very dangerous, for the *Ruyting* lieth almoſt in the Fair-way, and at low-water, there is not above two fathom.

Rattle-Bank. The fourth Bank, called *Rattle Bank*, lieth from *Calice-Cliſt* N. E. by E. and is three, four, five, and ſix fathom deep. Upon the South end is a ſhoal, on which there is one fathom at low-water: at Spring-Tides theſe ſhoals fall dry; alongſt by this, goeth alſo a Chanel, of 19 and 20 fathom deep.

To the Eaſtward of the *Rattle-Bank*, betwixt it and the *Broad Bank*, goeth through a Chanel of 18 and 19 fathom deep.

In all the Chanels betwixt the foreſaid Banks, you may turn to Windward every where from one Bank to the other, and Anchor betwixt the Banks where you will.

Broad-Bank. The South-end of the *Broad Bank*, lieth from *Calice-Cliſt*, N. E. by E. and hath one ſhoal upon the South-end, of a fathom and a half deep; but the Bank throughout is three and four fathom deep.

The North-end is ſix, ſeven, and eight fathom deep, and lieth ſo far to the Northward, until that *Newport* bear E. by S. from you; or the Cloyſter *Ten-Duyn* bear E. S. E, five or ſix Leagues off.

The ſetting of the Tides.

Alongſt the Coaſt of *Flanders* near the Land, a North and South Moon maketh full Sea.

In the Fair-way without the *Flemiſh* Banks, a S. W. Moon.

Betwixt *Calice* and *Dover*, a S. W. Moon.

Alongſt the *Flemiſh* Banks, the Fore-Flood ſetteth over the Banks towards the Land, one third of the Tide; afterwards alongſt the Land: but the after-Flood falleth to the Northward alongſt the Sea.

When the Flood beginneth to go thwart off to Sea, it's half Flood by the Land; ſo that you may go into all the Havens of the *Flemiſh* Coaſt a little after that time of Tide.

Between *Calice* and *Dover* the Flood ſets in N. E. by E. and the Ebb S. W. by W.

Depths.

In the Fair-way betwixt the *Marſdeep*, and the Head-Lands of *Calice* and *Dover*, it's 23 and 24 fathom deep; a little without the *Flemiſh* Banks, 18, 19, and 20 fathom deep; but near the *Goodwin* 26, 28, and 30 fathom deep; the nearer the *Goodwin* the deeper.

Being thwart of the *Goodwin*, in 28 or 29 fathom, you are not two Gun-ſhots from it.

When you ſail out at the *Marſdeep*, towards *Calice*, ſteer S. W. and S. W. by S. and obſerve you Tides: That when you have by reckoning, run 40, or 46 Leagues, edge over to the *Flemiſh* Banks, till you come into 20, or 18 fathom; when you are in that depth, then ſteer S. W. and at length S. W. by W. and you then ſail in the middle of the Chanel betwixt *Calice* and *Dover*.

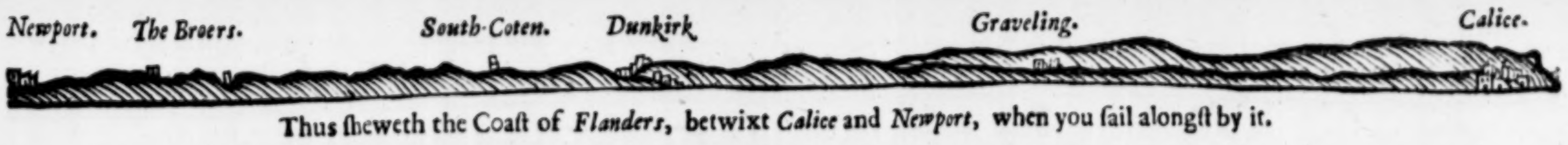
You may from the Poop, ſee the Coaſt of *Flanders* in 16 fathom; and then you are within the Point of the *Flemiſh* Banks.

Calice Cliſt, and the South *Foreland*, you may ſee in 24 fathom.

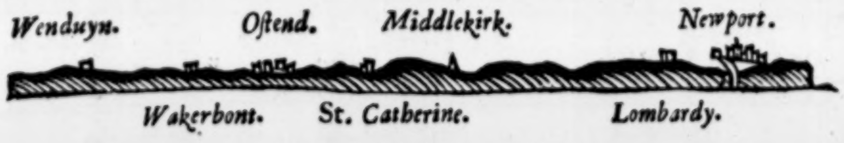
Courſes and Diſtances.

From *Calice-Cliſt* to *Calice*, E. S. E.	1 league.
From *Calice* to *Graveling*, E. N. E.	3 leagues.
From *Graveling* to *Dunkirk*, E. N. E.	3 ½ leagues.
From *Dunkirk* to *Newport*, N. E. by E.	4 ½ leagues.
From *Newport* to *Oſtend*, N. E.	2 ½ leagues.
From *Oſtend* to *Blankenburg*, N. E. by E.	3 leagues.
From *Blankenberg* to the Point entring into *Sluce*. E. N. E.	2 ½ leagues.

Thus appear theſe Lands at Sea.



Thus ſheweth the Coaſt of *Flanders*, betwixt *Calice* and *Newport*, when you ſail alongſt by it.



Thus ſheweth the Coaſt of *Flanders*, betwixt *Newport* and *Wenduyn*.

CHAP. VI.

Deſcribing the Coaſt of Zealand, *between* Calice *and* Ter-Veer, *with the Sands upon the ſame Coaſt.*

BEtwixt *Flanders* and the Iſland *Walcheren* (one of the Iſlands of *Zealand*) are divers Deeps, or Chanels, where you may ſail in and out with great Ships; as the *Weiling*, the *Spleet*, the *Doorley*, and the *Botkil*, and commonly are all called the *Weilings*. The greateſt Shoals or Banks betwixt theſe Chanels, are the *Inner-Bank*, or *French-Pole*, the *Engliſh Pole*, the *Raen*, and the *Raſes*.

Inner Bank. French Pole.

Marks of the Inner Bank.

The *Inner-Bank* is a hard and ſteep Sand, and lieth betwixt the Eaſt-end of the *Engliſh Pole* and *Caſant*, being off alongſt *Caſant*. When the Caſtle of *Sluce* cometh to St. *Lambert* (a high ſquare Steeple upon *Caſant*, to the Northward of *Sluce*) then are you paſt the *Inner Bank* to the Eaſtward. And when *Weſt-Chappel* cometh to *Knock*, then are you thwart the Weſt-end of this Sand.

Engliſh Pole.

Ript.

Marks of the Engliſh Pole.

The *Engliſh Pole* lieth off the Weſt-end of the *Inner-Bank*, and betwixt *Raen* and the Coaſt of *Flanders*, and is ſteep too; from the Weſt-end runneth a long rib of Sand (in breadth about a Gun-ſhot) ſtretching to the Weſtward, until paſt *Oſtend*, called the *Ript*; it's hard Sand, and good Anchord-ground. When *Blankenberg* beareth S. E. by E. from you, there is ſix fathom at low-water upon the *Ript*, and to the Eaſtward more; but towards the *Engliſh Pole* it is ſhoaler, and the farther to the Weſtward the deeper, unto the outer Bank thwart of *Oſtend*. About Gunſhot to the Northward of the *Ript*, it's deeper and ſoft Ground: Alſo towards the South, and S. S. E. about Gun-ſhot over the *Ript*, you will preſently have half a fathom Water more, and ſoft Ground. When *Heiſt* (which is a high Spire Steeple) cometh to the Light-Houſe, thwart of that is the ſhoaleſt of this Bank, to the Eaſtward of that it waxeth deeper; being paſt the ſhoaleſt, if you edge towards the Bank, you will find deeper Water, and you may run over at half-Flood in eighteen foot, but is not ſafe, becauſe of the *French-Pole*. In the Chanel, betwixt this Bank and the *Raen*, it's ſoft Ground: On both ſides, as well towards the *Raen* as this Bank, it begins to ſhoal with hard Ground.

Raen.

Dry Raen.

Marks of the Raen.

The *Raen* lieth to the Northward of the *Engliſh-Pole*, and is hard Ground, and flat on both ſides, and ſo broad, that it's about half an Hours ſail over; the Weſt-end is flatteſt and beſt ſhoalings. The Eaſt-end of the *Raen* Ebbeth dry, and is called the dry *Raen*.

Chanel through the Raen.

When *Bruges* cometh in the *Gallowſheads* (which are high Sand-Hills, a little to the Eaſtward of *Blankenberg*, where a Gallows formerly did ſtand) then you are off the Weſt-end of the *Raen*, where is three fathom at low-water, and good ſhoalings. Thwart through the *Raen* goeth a Chanel, in which there is two fathom and a half at low-water; when *Weſt-Chappel* (in *Flanders*) is a little to the Eaſtward of *Knock*, then are you right with this Chanel. When the Caſtle of *Sluce* cometh amongſt the Eaſt Sand-Hills of *Caſant*, then are you off the Eaſt-end of the *Raen*, called before the dry *Raen*.

The Raſes.

The Chanel betwixt the Raſes.

The *Raſes* lie alongſt the Weſt-ſide of *Walcheren*, and are called the Eaſter and the Norther *Raſes*: upon both the *Raſes* there is not above two foot and a half at low-water, and are flat on the inner-ſide towards the Land, to the Eaſtward, and to the Southward. When *Weſt-Chappel* (on *Walcheren*) which hath a ſquare Steeple) cometh over the Mill, thwart of that runneth a Chanel betwixt the Norther and Eaſter *Raſes*, W. S. W. into the Sea, where there is not above two fathom at low-water.

The Weilings.

The *Weilings* lieth betwixt the *Engliſh-Pole*, and the Coaſt of *Flanders*, and is divided into two Chanels, the *Weiling*, and the inner *Weiling*: The inner *Weiling* lieth betwixt the *French Pole* and the Coaſt of *Flanders*; and the *Weiling* lieth betwixt the *Engliſh* and the *French-Poles*.

For to ſail in at the *Weilings*, coming out of the Sea, you muſt run to the Coaſt of *Flanders* (when you are to the Weſtward of *Oſtend*) until you come into five fathom Water. Thwart of *Blankenberg*, there did formerly lie a Bank off from the Shore, which you might ſail within, now there is nothing left but a little Flat. Or, when the Steeples of *Bruges* ſtand a Cables length to the Weſtward of *Liſweg* (a ſquare Steeple, and the largeſt thereabouts) then are you to the Weſtward of all the foreſaid Sands, Poles, and Banks. Keep thoſe Steeples ſo, and run on towards the Coaſt, until you come over the *Ript* of the *Engliſh Pole*, and that you find again ſoft Ground, and more depth, until you come into five fathom; ſail then N. E. and N. E. by E. with the Flood, and N. E. and N. E. by N. with an Ebb. Reckon your Tides well, which there run moſt E. S. E. ſomewhat Southerly, and W. N. W. ſomewhat Northerly, and the Tide runneth ſcace an Hour alongſt the Shore. Keep the Steeple of *Wenduyn* one or two Ships lengths without the Sconce of *Blankenberg*, ſo long as you can ſee them, and ſtill in five fathom Water. When that *Heiſt* cometh to *Bruges*, and *Weſt-Chappel* to *Knock*, then are you in the Fair-way of the *Weilings*; the nearer the *Engliſh-Pole* the deeper Water, except you have the ſhoaling of the Bank it ſelf. *Bruges* muſt come to *Heiſt*, before that *Weſt-Chappel* cometh to *Knock*, or elſe you will be too far to Seaward, or too near the *Engliſh-Pole*; with the firſt of the Flood you may bring them both at once together, but not with the firſt of the Ebb; if you then get ſhoalings, it is of the *Engliſh Pole*. From thence ſail alongſt by the ſame Courſe, betwixt the *Engliſh* and the *French-Pole*; the *Engliſh-Pole* is there-abouts flat, which you may ſound. When the Caſtle of *Sluce* cometh to St. *Lambert* (a high ſquare Steeple upon *Caſant*, to the Northward of *Sluce*) then are you paſt the *French-Pole*, then ſail Eaſt right with *Fluſhing*, or elſe obſerve theſe following Marks. *Liſweg* muſt not come within *Heiſt*, before the Caſtle of *Sluce* come to the Eaſt Sand Hill of *Caſant*, but remain without it, or elſe you will ſail right againſt the *Inner Bank*; when the Caſtle cometh to the Sand-Hill, ſail then boldly E. N. E. and N. E. by E. to avoid the *French-Pole*, until the Steeple of *Fluſhing* come to the Northward of the Priſon-Gate, and then you get deeper Water; ſail then Eaſt, and E. by S. right with *Fluſhing*. In the *Weiling*, as alſo in the inner *Weiling*, at low water there is not leſs than four fathom and a half.

Inner Weiling.

The inner *Weiling* (as was ſaid before) lieth in through betwixt the *Inner Bank* and *Caſant*. When you come from the Weſtward into the *Weilings*, and come ſo far that *Weſt-Chappel* comes to *Knock*, and would

Peerde-markt.

Crake-Sand.

would go in at the *Inner Weilings*, then ſail from thence E. by S. and you ſhall eſpie the Buoy upon the Point of the *Peerdemarkt* (that is a Sand that ſhooteth off from the Eaſt-point of *Sluce* Haven, and is very ſteep) leave that Buoy on your Starboard-ſide, and keep St. *Lambert*'s Steeple without the South Sand-Hills of *Caſant* near *Sluce* Haven, and ſail on N. E. ſomewhat Northerly, alongſt by the Shore, to avoid the *Crake-Sand*; and when the Caſtle of *Sluce* and St. *Lambert*'s Steeple come one in the other, then ſail Eaſt right with *Fluſhing*.

The Spleet.

The *Spleet* lieth in through betwixt the *Engliſh Pole* and the *Raen*. Coming out of the Sea, and ſailing in at the *Spleet*, edge towards the Coaſt of *Flanders*, when you are (by your reckoning) to the Weſtward of *Oſtend*, borrow upon it till you get hard Ground, and ſhoaler Water, which then for certain is the *Ript*. Having found it in ſix, ſeven, or eight fathom, according as you are to the Eaſtward, or to the Weſtward, then edge off again to the Northward, into the Sea, until it begin to ſhoal, and hard Ground; keep ſo the ſounding of the *Ript*, until again you find deeper Water, and ſoft Ground. Run in then E. N. E. and edge now and then to the Southward, towards the North-ſide of the foreſaid *Ript*, until *Bruges* come to *Liſweg* (being a large flat Steeple) or that *Blankenberg* bear South from you, then you come thwart of the *Raen* into the *Spleet*. Bring then the Steeple of *Middleburg* over the inner Sand-Hill, between *Souteland* and *Diſhook*, and run in E. N. E. right with it, until the Caſtle of *Sluce* come to the Eaſtward of the foreſaid Sand-Hills of *Caſant*; ſail then right with *Fluſhing*, and ſo ſhall you go clear of the *Raen* and *Poles*. In dark weather, when you cannot ſee *Middleberg*, then run in by your Lead alongſt by the North-ſide of the *Ript* E. N. E. until you find the ſhoaling and hard Ground of the *Engliſh-Pole*, and ſo you ſhall run between the *Raen* and the *Pole*, but keep ſounding alongſt the hard Ground of the Bank, and ſteer a little more Eaſterly, to avoid the *Raſes*, which lie thwart of *Souteland*, and are ſteep. When you are come ſomewhat further in, ſail then Eaſt towards *Fluſhing*, and you ſhall not come near any ſhoals.

Doorne-Hill.

Inner-Sand-Hill

The Raen.

For to ſail from *Fluſhing* out at the *Spleet*, you muſt firſt ſail W. N. W. until that *Weſt-Chappel* come almoſt to the Point of the Sand-Hills, but not without it; or that the Steeple of *Middleburg* come to the inner Sand-Hill, then ſail W. S. W. and you run right out at the *Spleet*, which is above half a League broad, and at low-water upon the ſhoaleſt, four fathom and a half. Between *Souteland* and *Diſhook*, lieth a high Sand-Hill, which is at the Eaſt-end ſomewhat ſteep, called the *Doorne* Hill; to the Eaſtward of it, lieth another Sand-Hill, which is ſomewhat long, not altogether ſo high as the *Doorne* Hill, with a little Dale in it, which doth as it were divide the long Sand-Hill in two; the Southward is called the inner Sand-Hill, (becauſe to the Southward of it are no more high Sand-Hills). When the Steeple of *Middleburg* cometh over that inner Sand-Hill, or in that foreſaid Dale, keeping it ſo, you may run out at the *Spleet*, and can take no hurt of the *Pole*, or the *Raen*, you may borrow with Eaſterly Winds of the *Engliſh-Pole*. The *Raen* is flat, ſo that you may ſound out alongſt by it, along the *Spleet*, when in dark Weather you have no ſight of the Marks. When that *Ardenburgh* cometh without the Sand-Hills of *Caſant*, then you are paſt the dry *Raen*, and all the ſhoals, and may go where you pleaſe.

The Doorloy.

To ſail from *Fluſhing* out at the *Doorloy*, with Ships that draw much Water, you muſt ſet ſail when the Water hath flowed an Hour or two, for to come with half-Flood, or high-water to the ſhoals. From *Fluſhing*, firſt ſail alongſt by the Shore, and then W. N. W. until that *Weſt-Chappel* come within two Ships length to the Point of the Sand-Hills; bring not that further out, nor nearer to the Point of the Sand-Hills, leſt you ſail upon the *Raen*. When *Weſt Chappel* ſtandeth ſo, and St. *Ann* (a flat Steeple in *Flanders*, to the Weſtward of *Sluce*) ſtandeth amongſt the Eaſt-Sand-Hills of *Caſant*, then ſail N. W. by W. out of the *Doorloy*. When St. *Ann* cometh to the Weſtward of the foreſaid Sand-Hill, then cometh the Caſtle of *Sluce* behind that Sand-Hill, keep it ſo, and then ſail out N. W. by W. and you ſhall go clear of the *Raen*, and the *Raſes*. If you bring *Weſt Chappel* without the Samd-Hills, before St. *Ann* cometh without the foreſaid Sand-Hills, then you are too far to the Northward, and too near the *Raſes*; or if you bring St. *Ann* without the Sand-Hills of *Caſant*, before *Weſt-Chappel* come to the end of the Sand-Hills, then you are too far to the Southward, aad juſt againſt the *Raen*: But when you bring *Weſt-Chappel* to the Point of the Sand-Hill, and St. *Anns* without the Sand Hills of *Caſant*, one as ſoon as the other, then are you in the beſt of the Chanel.

To find the Doorloy, coming in out of the Sea.

To find this Chanel, you muſt run to the *Raen* by your Lead, until that *Weſt-Chappel* come within a Maſts length of the Sconce, and ſo ſail in, taking the ſoundings of the *Raen*, and run alongſt by it, until St. *Ann* come to the foreſaid Sand-Hill of *Caſant*; then ſail alongſt S. E. by E. and you ſhall ſoon be over the ſhoaleſt, and find deeper Water. But you muſt reckon well your Tides, for the Flood falleth into the *Doorloy* firſt South, (likewiſe the after-Ebb) afterwards S. S. E. and at laſt to the Southward. Therefore if you go in at *Doorloy* with the firſt of the Flood, ſail E. S. E. or elſe (if you ſhould go in upon your direct Courſe) you may perhaps be carried againſt the *Raen*. Coming then out of the Sea alongſt by the *Raen*, until St. *Ann* be hidden amongſt the Sand-Hills of *Caſant*, then ſteer S. E. until *Weſt-Chappel* come within the Point of the Sand-Hills, and then run boldly in with *Fluſhing*. In dark Weather, you may ſound alongſt by the *Raſes*. When you keep the Caſtle of *Sluce* to the Eaſtward of the foreſaid Sand-Hill upon *Caſant*, then you can take no hurt of the *Raen*: But when the Church of *Sluce* ſtandeth on the Weſt-ſide of theſe Sand-Hills, then you are thwart of the ſhoaleſt of the *Raen*.

Botkil.

Marks of the Botkil.

The *Botkil* lieth through betwixt the Norther *Raſes* and the *Caloo*. To ſail out at the *Botkil*, you muſt run from *Fluſhing*, within two Cables length alongſt by the Shore, betwixt the *Geer*, the *Raſes*, and the Land; the Shore is very ſteep, ſo that you may come cloſe by it with great Ships, without danger. The *Raſes* are flat on the inner ſide toward the Land. To the Eaſtward, or to the Southward of *Souteland*, in the Fair-way, it's five and ſix fathom deep; but to the Northward, or to the Weſtward it's deeper; and thwart of *Weſt Chappel*, it's eight or nine fathom deep. When *Buyens* Church (which is to the Eaſtward of *Weſt-Chappel*) cometh over the Mill that is to the Weſtward of *Weſt Chappel*, keep them one in another, and you ſhall then run right out of the *Botkil*, betwixt the Norther *Raſes* on the Larboard-ſide, and a Sand called *Caloo*, on the Starboard-ſide. In the *Botkil* there is not leſs than four fathom and a half Water, but upon *Caloo* Sand, no more than three or four foot.

Caloo-Sand.

Querns.

To the Northward of *Caloo* Sand, lieth another Flat, called the *Querns*, lying alongſt as far Northerly as *Domburg*; betwixt them both is a Chanel of four or five fathom deep, called the *Eaſt-Gat*. To ſail out,

or

Land Deep.

The Geer.

or to find it coming out of the Sea, you muſt bring *Weſt-Chappel* to the Northermoſt Peer or Head of *Walcheren*, (which is eaſily known) and run out or in thereby. Between the *Queens* and the Land goeth out another Chanel, of three fathom and a half deep, called *Land Deep*. To find that, coming out of the Sea, you muſt run to the Shore, thwart of *Domburg*, (which is a Spire Steeple) into three, or two fathom and a half, and keep the ſounding of the Shore as near as you pleaſe, and run in alongſt by the Peers, or Heads, till you come within. When you come in at any of theſe Chanels, and are come ſo far to the Eaſtward, as betwixt *Buyens* Church and *Souteland*, and that you muſt turn to Windward with an Eaſterly Wind; then you may ſail betwixt the Eaſtern *Raſes*, and the Flat to the Eaſtward of it, called the *Geer*, and ſo come out in the broad Chanel, into the *Doorloy* and *Spleet*, and ſo run about to the Southward of the *Geer* unto *Fluſhing*.

Stone-Bank.

Marks of the Stone Bank.

About two Leagues without the Land of *Zealand*, or *Walcheren*, lieth a long ſmall Bank S.W. and N.E. called the *Stone Bank*; on the middle thereof there is not above two fathom, and upon the North-end of it three fathom. If you would ſail in or out, at the *Botkil*, or the Chanels to the Northward of it (to wit) the *Eaſt Gat*, or *Land Deep*, you muſt ſail about either to the Northward, or to the Southward of that *Stone-Bank*. When *Middleburgh* cometh over *Domburgh*, then are you thwart of this Bank, but if you bring *Middleburgh* half-ways betwixt *Domburgh* and *Eaſt Chappel*, and ſo ſail to the Land, then you run alongſt to the Northward of it. Or elſe, if you bring *Weſt-Chappel* E. S. E. from you, in a black Valley of the Sand Hills, and ſo ſail right in, and then you run alongſt to the Southward of it. Within this Bank it's eight, nine, and at ſome places ten fathom deep. Upon the foreſaid Marks and Courſes (to wit) *Weſt-Chappel* E. S. E. from you, in a black Valley, you may ſail right in at the *Botkil*: When *Eaſt-Chappel* cometh ſomewhat to the Eaſtward of *Domburgh*, then you will get deeper Water; ſail then towards the Shore, and ſo alongſt by it as aforeſaid. A little from the S. W. end of this Bank lieth another, called the *Oyſter Bank*, but not very long, whereon there is at low-water about four fathom.

Oyſter-Bank.

The ſetting of the Tides.

Before the *Weilings* a S. by W. and S. S. W. Moon maketh full Sea.

At *Fluſhing* and *Ramkens*, a S. S. W. Moon.

At *Weſt-Chappel* (upon the Land of *Walcheren*) a South Moon.

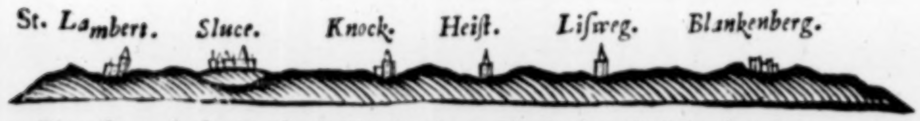
When the Water is fallen half an Hour, then the Tide there beginneth to run out, and when it hath flowed half an Hour, it beginneth to run in; but before the *Botkil* it beginneth to turn an Hour before low-water, but it falleth long before at Sea. In the *Spleet* and over the ſhoals lying thereabouts, the Tide turneth about againſt the Sun, and at laſt falleth in at the Chanels. A South Moon maketh there the higheſt Water. The firſt of the Flood there, falleth over the ſhoals towards the Land. When the Moon is about E. S. E. or that it be about two hours Flood, then it beginneth to turn to the Southward: Firſt, S. S. W. and then paſt the South towards the Eaſt, until the Moon be S. S. E. and then the Flood falleth to the Eaſtward. When *Blankenberg* beareth about S. E. by E. from you, from thence to the Eaſtward, the Tide turneth about againſt the Sun; but from thence to the Weſtward, you will not find the Tides to turn about.

Againſt *Zealand* in the Fair-way, a third part of the Flood runneth towards the Land, and afterwards E. by N. You may ſee *Zealand* from the Deck, in 16 fathom Water.

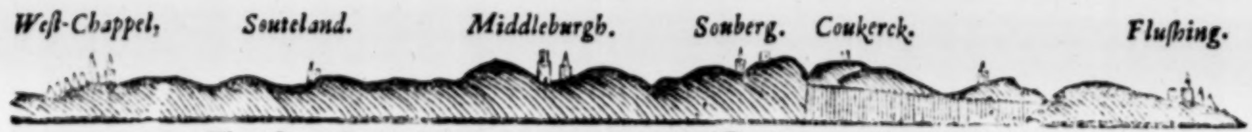
Courſes and Diſtances.

From *Blankenberg* to *Fluſhing*, E. N. E. 5 ½ leagues.
From *Fluſhing* to the North *Foreland* West, ſomewhat Southerly, 25 leagues.
From the *Weilings* to *Dover*, W. by S. 26 leagues.
From the *Weilings* to *Yarmouth*, N. W. and N. W. by W. 35 leagues.

Thus appear theſe Lands at Sea.



Thus ſheweth the Coaſt of *Flanders* from *Blankenberg* Eaſtward, when you ſail in or out at the *Weilings*.



Thus ſheweth *Walcheren*, when you are in the *Doorloy*, or before the *Spleet*.

CHAP.

CHAP. VII.

Being a Deſcription of the Chanels of Ter-Veer, Zierickzee, *and* Brewers-*Haven.*

Veer-Gat.

Pole of the Banjaert.

Maid.

Unreſt.

Scotſman.

BEtwixt the Iſlands *Walcheren* and *Schowen*, lieth in theſe Chanels the *Veer Gat*, the *Room-Pot*, and the *Velt*. To ſail in at the *Veer-Gat* (coming out of the Sea) you muſt not keep *Weſt-Chappel* to the Weſtward of the South from you, and ſo you will be clear of the *Banjaert*; but if you bring *Weſt Chappel* to the Weſtward of the South from you, you will ſail upon the *Banjaert*. Run ſo right with *VVeſt-Chappel* South from you, until that *Middleburgh* come over *Eaſt-Chappel*, then are you at the end of the *Banjaert*; ſail then right with *Eaſt-Chappel* and *Middleburgh*, until that *Cortgeen* come a Capſton-Bars length to the Southward of *VVeſtkerk* (which are two Towers ſtanding in the Sunken Land, off the *Land of Cats*) which will then bear about E. S. E. from you; keep them ſo, and run right in with them, until you have ſight of the firſt Buoy of the *Veer-Gat*. In the *Veer-Gat* lie three Buoys, in faſhion of great Hogſheads, which you muſt leave on your Starboard ſide. Before you come to the firſt Buoy, you will ſail by another Buoy on your Larboard ſide, lying upon the Point of the Pole of the *Banjaert*, that Buoy is like all other Sea Buoys. The foreſaid firſt Buoy in the *Veer-Gat*, lieth in three fathom and a half Water. From the firſt to the ſecond, and ſo to the third Buoy, the Courſe is S. E. by E. ſomewhat Southerly; and you may eaſily ſee from one to another. The ſecond and third Buoys lie in two fathom, each upon a point of a Flat, called the *Maid*. Over againſt the third Buoy, lieth a ſhoal, called the *Unreſt*, which lieth with a long ſharp Point towards the third Buoy, ſo that it is not there very broad betwixt them, therefore you muſt run cloſe alongſt to the Northward of the Buoy: Betwixt the Buoy and the foreſaid Point of the *Unreſt*, there is not above twelve or thirteen foot Water; but thwart of the firſt and ſecond Buoy, it's broad and deep enough. Being paſt the third Buoy, ſail then right to *Ter-Veer*; over againſt *Ter-Veer* lieth a Flat, called the *Scotſman*, which you muſt avoid, and keep it on your Starboard-ſide.

To ſail in at the Roompot.

Woolplat.

Polevoot.

You may run into *Zierickzee* through divers Chanels, as the *Room-Pot*, the *Velt*, the *New-Deep*, and the *Keel*. If you would ſail in at the *Room-Pot* to *Zierickzee*, and that you are come betwixt the foreſaid Buoy upon the Point of the *Pole*, and the firſt or outermoſt Buoy of the *Veer-Gat*, then cometh *Domburgh* to the *Hoot*; which is a white Sand-Hill upon *Walcheren*, almoſt in faſhion like the *Woolſacks*, upon the Land of *Schowen*; keep them one in the other, and you ſhall run alongſt by two Buoys more, which lie on your Larboard ſide alongſt by the *Pole*, and you ſhall ſee one Buoy with a Tail, lying upon the Weſt-point of the *Woolplat*, over againſt the third Buoy of the *Pole*. You muſt run through betwixt theſe two Buoys, leaving that with a Tail on your Starboard ſide, and run about by it to the Eaſtward. There lie alſo two Buoys with Tails (beſides theſe) upon the *Woolplat*, you may eaſily ſee from one to the other; theſe you muſt leave on your Starboard ſide alſo, and run alongſt to the Northward of them E. S. E. or thereabouts, until the Steeple of *Koukerk* (upon *Schowen*) come even without the Point of *Schowen*; run then right with that Point, and about by it, and then alongſt by the Shore unto *Zierickzee*. When you run towards the Point of *Schowen*, then you ſail through betwixt two Buoys more; the one lying on your Larboard ſide, upon the Eaſtermoſt Point of the *Banjaert*, and the other with a Tail on your Starboard ſide, upon the Point of another Flat, called *Polevoot*, lying betwixt the Land of *Schowen* and *Oreſand*. All the Buoys with Tails, you muſt leave on your Starboard ſide, ſailing in, and thoſe without the Tails, on your Larboard ſide. The Fiſhermen (by Day-time) run moſt about to the Southward of the *Polevoot* Flat, and leave the foreſaid Buoy with the Tail on the Larboard ſide; by your Lead you may borrow of this Flat, but you muſt ſound quick. But in the Night they run by *Schowen*, cloſe alongſt by the Shore, which is exceeding ſteep too.

The Velt.

To ſail in at the *Velt*, you muſt obſerve theſe Marks: Almoſt upon the Southermoſt end of *Schowen*, ſtandeth a Tower alone in the Field, with a Beacon upon it, called the *Weſt-Schowen*; bring that Tower a Capſton-Bars length to the Southward of the Southermoſt Beacon at the Weſt-end of *Schowen*, and ſo ſail in, and you ſhall run in betwixt the *New Sand*, and the *Banjaert*, and ſhall find in the ſhoaleſt part thwart of the outermoſt Point of the *New-Sand*, twelve and fourteen foot, and by the Shore twenty foot deep: When you come in by the Shore, run all alongſt by it, until you come to *Zierickzee*, by the directions that you will find in the Deſcription of the *Keel*. When you run in at this Chanel, you muſt take very good heed of the *Banjaert*, which is very ſteep on the North-ſide, cloſe to it three, four, and five fathom, but thwart of the ſhoal, which lieth thwart of *Schowen*, ſix and ſeven fathom deep. The *New-Sand* is indifferent flat on the South-ſide, that you may borrow of it by your Lead.

New-Deep.

For to ſail in at *New-Deep*, you muſt look out for two Stone Light-Houſes, ſtanding a little to the Southward of the Beacons, that ſtand upon the Weſt-end of *Schowen*, bring the innermoſt a Handſpikes length to the Southward of the outermoſt, and then run right in with them, and you ſhall ſail betwixt the *Hide* and the *New-Sand*, in ſixteen, ſeventeen, and eighteen foot Water. Run in alongſt by the foreſaid Marks, till you come by the Shore, and then you come into the *Keel*; if you bring the Light-Houſes one in the other, and ſo ſail in, you ſhall run over the Tail of the *Hide* in eleven or twelve foot. The *Hide* is ſomewhat a flat Sand, to which by your Lead, you may come near to the South-ſide; but the *New Sand* is very ſteep, and the Sea breaketh very much upon it. When you come into the *Keel*, ſail to *Zierickzee* by the directions that you will find in the Deſcription of the Chanel of the *Keel*, which now followeth.

Keel.

For to ſail into *Zierickzee* through the *Keel*, run in by theſe Marks. Upon the Weſt-end of *Schowen* ſtand two Beacons, bring them one in another, and run right in with them, until the Steeple of *Reniſt* (which is ſomewhat ſharp) come to the *Blenk*, or *Woolſack*, (which is a high white Sand-Hill, ſhewing it ſelf both in whiteneſs and height, above all the other Sand-Hills) ſail ſo, until that *Ter-Veer* come to the Weſtermoſt Point of *Schowen*, called the *Hoot*: Keep them one in the other, and run in till you come by the Shore, and then alongſt by it, and ſo you ſhall find in the ſhoaleſt of the Chanel eighteen and nineteen foot Water; and coming againſt *Hoot*-Point, four and five fathom. Betwixt *Hoot* and the *New Sand* (which at ſome places ebbeth dry, at the Eaſt-end) run all alongſt by the Shore of *Schowen*, until you come thwart off of the Southermoſt Beacon, edge then ſomewhat off from the Shore towards the *Banjaert*, to avoid a ſhoal lying off from the *Schowen* (which you might ſail within coming out of the Sea, but is not ſo ſafe) there lieth a Buoy upon the near end of it, whereby Shoal. it may eaſily be known. Being paſt that ſhoal, run all alongſt by the Shore, till you come to *Zierickzee*. At the other end of this ſhoal, (that is, to the Eaſtward) there is lately laid another Buoy, for thoſe that will ſail out that way, that they may not run upon the Eaſt-ſide of the ſaid ſhoal. Theſe Directions are to be followed when you ſail in at the *Velt*, or the *New-Deep*, when you are ſailed ſo far as to the *Keel*.

Betwixt the Iſlands *Schowen* and *Goeree*, there goeth in two Chanels, the Southermoſt (which is for great Ships) is called *Brewers*-Haven Chanel: The Northermoſt (is only for ſmall Ships) is called *Kevitſen*. Betwixt them lieth a great drie Sand, called The Springer. the *Springer*, which is not covered but with very high Floods. Before the Iſland, or Land of *Schowen*, thwart of *Brewers*-Haven Chanel, lie three Banks; Bree, or Broad-Bank. the outermoſt is called *Bree*, or *Broad Bank*, on which is ſeven fathom Water, and lieth a good ways from the Land, having within it nineteen fathom. Upon the ſecond, nearer the Shore, there is five fathom, and again within it ſeven fathom. The third, called the Ooſter, or Eaſter-Bank. *Ooſter*, or *Eaſter*, lieth cloſe by the Land, and runneth in to the Eaſtward, betwixt *Schowen* and the Land of *Goeree*, on which is no more than ſix foot Chanel of Brewers-Haven. Water in ſome places. If you would ſail into the Chanel of *Brewers* Haven, you muſt go to the Weſtward of it, and ſail as followeth. Bring the two Beacons (upon the Weſt-end of *Schowen*) one in another, and run right in with them ſo, until the Steeple of *Reniſt* come to the *Blenk*, or *Woolſack*; then leave the Beacons, and run in by the Marks of the *Blenk*, and *Reniſt*, until that *Outdorp*, a little white Spire Steeple upon the Iſland *Goeree*, come to the Steeple of *Goeree*, and ſo you ſhall go in betwixt the *Ooſter* on the Larboard ſide, and the *Blenk* on the Starboard ſide, and alongſt a little to the Southermoſt of the outermoſt Buoy, until you come within the *Ooſter*. When *Outdorp*, and *Goeree*, are one in another, then leave alſo the Marks of *Reniſt* and *Blenk*, and run right in with *Goeree*, till you come near the ſecond Buoy; or if there lie no Buoys, until that *Bommen* come a little without *Oſteſteert*, or *Oxtail*, which is a Point of *Schowen*, lying out a little to the Weſtward of *Brewers*-Haven. The Chanel is broad and deep, very convenient for great Ships. If here you turn to Windward, either out or in, you may run alongſt a good ways on both ſides the Buoy, as well of the outermoſt, as the ſecond Buoy; but to the Southward of them, it's deepeſt in the common Fair-way. The third Buoy hath a Tail, and lieth on a Point of Sand running off from the *Ooſter*, which you may not go to the Northward of, unleſs you go very cloſe alongſt by it. All alongſt the Shore of *Schowen* it's very deep, and ſteep too; you may run cloſe alongſt by it, from the outermoſt Buoy unto *Brewers*-Haven. The ſhoaleſt of this Chanel is eighteen or nineteen foot deep, at leaſt a League without the Land: Coming in betwixt the *Ooſter* and the *Hide*, and further in, it is four five, ſix, and ſeven, and at ſome places ten and eleven fathom at low-water.

For to find the *Kevitſen*, you muſt bring the Steeple Kevitſen. of *Zierickzee* S. E. by S. or a little more Southerly from you, and then you will eſpie upon the Land of *Schowen*, near the Steeple of *Zierickzee*, a Wood; bring that and the Steeple of *Zierickzee* one in the other, and ſo run right in, untill you come againſt the Sand, ſo ſhoal (or as near) as you can, and then you are run far enough alongſt to the Weſtward of the ſhoal, called the *Weſt-Head*. When you are come in within the *Weſt-Head*, againſt the Sand on the South-ſide, then go in Eaſt alongſt by the *Springer*-Sand; from the end of which, there alſo ſhooteth off a Point, which you muſt ſound for; being paſt that, run directly with *Brewers*-Haven. In this Chanel, in the ſhoaleſt part, there is ten foot Water,

Of the ſetting of the Tides.

In the *Veer-Gat*, a South Moon maketh full Sea.

It is not good to run in at the *Veer-Gat* with a Southerly, S. W. Wind, before the Flood be half ſpent, for the after-Ebb, and the fore-Flood, run thwart over the *Banjaert*, hard in at the *Room-Pot*, towards the Land of *Schowen*; but when the Flood is half ſpent, then it runneth right in at the *Veer-Gat*. At a S. E Moon it is there two thirds Flood.

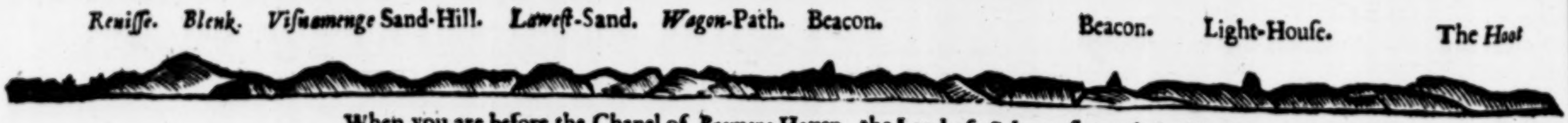
At *Ter-Veer*, a S. S. W. Moon maketh full Sea.

In the Chanel of *Brewers*-Haven, a S. by W. Moon.

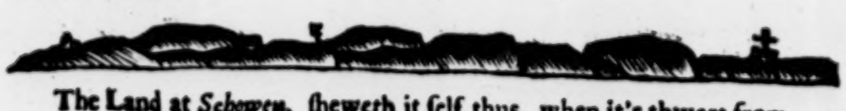
Before *Brewers*-Haven, a S. S. W. Moon.

Before the Chanels of *Brewers* Haven, and *Ter-Veer*, the Flood turneth about with the Sun; ſo that the after-Flood runneth in at the Chanels, and afterwards turneth about to the Southward, and continueth to the running of the Ebb, but the after-Ebb runneth right out the Chanels, thwart into the Sea, and then with a fore-Flood, about to the Northward.

Thus appear theſe Lands at Sea.



When you are before the Chanel of *Brewers*-Haven, the Land of *Schowen* ſheweth it ſelf thus.


Brewers-Haven.

The Land at *Schowen*, ſheweth it ſelf thus, when it's thwart from you, three or four Leagues off.

CHAP.

CHAP. VIII.

A Deſcription of the Chanels of Goerees-Gat, *and the* Maes.

Hinder.

Goerees-Gat.

To ſail to the Helvert-Sluce.

BEtwixt the Iſland *Goeree* and the Iſland of *Vooren*, or Land of the *Briel*, there goeth in two Chanels; the Northermoſt is called the *Quacks-Deep*, and is not for great Ships; the other *Goerees Gat*. Betwixt theſe two Chanels lieth a great Flat, called the *Hinder*, which at low-water, is not above five, ſix, or ſeven foot deep; to the Northward of it goeth in *Quacks-Deep*, and to the Southward of it, goeth in *Goerees-Gat*. To ſail in at *Goerees-Gat*, you muſt bring the Steeple of *Goeree*, and the Beacon upon the Land of *Goeree* one in the other, and then they will bear Eaſt, and E. by S. from you. If you cannot ſee the Beacon, then bring the Steeple E. by S. and E. S. E. from you, according as you have the Wind, ſail in right with it, until you come cloſe aboard the Shore, and then ſail in, within a Stones caſt alongſt by it E. by N. and Eaſt, ſo long until you find the Land fall away to the Southward; there-abouts falleth off from the Shore a little Tail, which you may ſail within (in going out) but not in coming in, there you muſt edge a little further off from the Shore; being paſt that, Luff up again towards the Shore, or Haven of *Goeree*, and Anchor there before it. Or elſe, if you will, run up to *Helvert-Sluce*, bringing the Mill (which ſtandeth to the Weſtward of *Goeree*) a little to the Northward of the Steeple of *Goeree*; keep them ſo, and ſail up to *Helvert-Sluce*, and you ſhall not come near the Flat, which lieth over againſt, or to the Southward of *Helvert-Sluce*. When you ſail in at *Goerees-Gat* with a bare Southerly Wind, and that you cannot bring the Beacon and Steeple one in the other, you may bring the Steeple well E. S. E. or a Capſton-Bars length to the Northward of the Beacon, and then run over till you come againſt the Shore, and ſo you ſhall run over the Tail of the *Hinder*, in fourteen or fifteen foot Water; the nearer the Shore the deeper. A little within the Beacon, or almoſt thwart of it, is the narroweſt of the Chanel, further in it's wider; on the North-ſide towards the *Hinder*, it's riſing Ground, but the South-Shore is very ſteep.

Quacks-Deep.

For to find *Quacks-Deep*, coming from the Weſtward, you muſt keep the Steeple of the *Briel* Eaſt from you, and ſo run in, untill the great Country-Houſe (which you may ſee ſtand alone, a little within the Point of the *Quack*) come to the Southern Sand-Hills of the Land of the *Briel*, which will then bear about S. E. from you; keep them ſo, and run right in, until that *Ooſtvoorn* come to the Weſtermoſt, or Southermoſt Sand-Hills, then run in alongſt by the Shore ſomewhat more Southerly, until that *Goeree* come to the Eaſtward, or within the Sand-Hills, and then you are paſt the Eaſt-point of the *Hinder*, which is called by the Pilots, the *Buyen*; run then towards *Goeree*, or to the Eaſtward of *Helverts-Sluce*, or where you deſire to be.

The Maes.

The *Maes* lieth in betwixt the Land of *Vooren* and *Holland*, and hath two Chanels; the Southermoſt goeth in by the South-Shore, or Land of *Vooren*, or the *Briel*, and the Northermoſt by the North-Shore: Betwixt theſe two Chanels lieth a great ſhoal of Sand, called the *Honde-Flat*, on which at low-water, is not above ſix or ſeven foot, and at ſome places eight foot Water.

To ſail in at the South Chanel of the Maes.

To find the Souther Chanel (coming out of the Sea) before you can ſee the Beacons, you muſt bring the Steeple of the *Breil* (which is a large ſquare Steeple without any Spire) E. S. E. from you, or ſomewhat more Eaſterly, or Southerly, according as you get ſight of the Beacons; then bring them one in another, and ſo run right in with them. Or elſe, if you bring the Steeple of the *Breil* a Handſpikes length to the Northward of *Ooſtvorn*, and ſo run right in, and you ſhall without fail, run right with the outermoſt Buoy, which (at low-water) lieth in three fathom. From the outermoſt Buoy, to the ſecond and third, you muſt ſail right with the Beacons; the ſecond Buoy lieth in thirteen, and the third in eleven foot Water; being thwart of it, the Steeple of *Goeree* cometh a little upon the Sea-ſhore of the Land of the *Breil*. The fourth Buoy lieth from the third, near upon the ſame Courſe, or a little more Southerly, right in with the Beacons. Betwixt theſe Buoys is the ſhoaleſt part of the *Maes*, being but ten foot Water; by the fourth Buoy it beginneth to be deeper, that Boy lieth in eleven foot. From without unto the fourth Buoy, the Chanel is of a good breadth, ſo that you may turn in to Windward a good ways on both ſides of the Buoys, and borrow of the Shores on both ſides by your Lead, but right alongſt, a little to the Southward of the Buoys, is the beſt of the Chanel. The fifth Buoy lieth in from the fourth, E. N. E. and N. E. by E. on the North-ſide of the Chanel in *Honde-Flat*, in eleven foot, which you muſt leave on your Larboard ſide, and run in about to the Southward of it. From the fourth to the fifth, alongſt to the Southward of the Buoys in the Fair-way, it's 13, 15, 16, and 17 foot deep, and by the fifth Buoy, five fathom: The ſixth Buoy lieth from the fifth, E. by N. in eleven foot Water. Alſo on the North-ſhore, or *Honde-Flat*, alongſt to the Southward of it, the Chanel is at the narroweſt, and five or ſix fathom deep; the South-ſhore is thereabouts very ſteep; cloſe to it it's ſix, and ſix fathom and a half deep. As ſoon as you come paſt the ſixth Buoy, then cometh *Maes-Land-Since*, and the Steeple of *Ulaerdengen*, one in the other, keep them ſo, and run right in with them, till you get the Houſe of *Lucht* over *Ambroeck*, and then you will run far enough alongſt to the Northward of the *Pelder*, and by the ſide of the ſeventh Buoy, in the deepeſt Water. You will find in the Fair-way, four, and four fathom and a half, ſail then towards the *Breil*, or upward, where you deſire to be.

Note.

That all theſe Depths aforeſaid, and thoſe following of the *Maes*, are here mentioned according to the loweſt Water of a common Tide; it floweth there ſix foot up and down.

To ſail in at the Norther Chanel of the Maes.

Upon the North-ſhore of the *Maes*, about S. W. from *Grave-Sand*, are two Beacons. For to ſail in at the Norther Chanel, bring the innermoſt of the two, which is the biggeſt, half a Handſpikes length to the Southward of the outermoſt, and then they will bear a little to the Southward of the Eaſt from you; keep them ſo, and then ſail right in, and you will certainly fall right with the outermoſt Buoy, which at low-water lieth in 20 foot. Or elſe, if you come from the Northward alongſt the Shore, and keep the Soundings of the Shore in 20 foot at low-water, or ſomething more, according as it flows, you will then fall right with the outermoſt Buoy; or if you keep nearer the Shore in eleven or twelve foot, then you will fall with the ſecond Buoy. From the outermoſt Buoy to the ſecond, ſail ſtill right with the Beacons, which lie in ten or eleven foot, in the ſhoaleſt of the Chanel, right thwart of the outermoſt Point of the Land on the North-ſide, but nearer the *Honde-Flat*, than the Point which lieth off from the North ſhore, ſo that you muſt go about to the Northward of it ſailing in; you may alſo for need, go to the Southward of it, but alongſt to the Northward it is broadeſt. From the North point runneth off a little Tail, whereof you muſt take very good heed; it is very ſteep, and on it ſometimes the Sea breaketh very much. With Weſterly Winds the Sea is all in a breach, all over that Northern Chanel, thwart of this foreſaid ſecond Buoy, ſo that to ſee to, you would not think it a Chanel, but fear not to run cloſe alongſt to the foreſaid ſecond Buoy; thwart of it, you will not have leſs than thirteen foot Water at half Flood.

From the ſecond Buoy to the third, the Courſe is a little more Northerly; and when you are at one, you may ſee to the other. When you come to the third Buoy, the innermoſt Beacon ſtandeth a little to the Northward of the outermoſt: This third Buoy lieth at the North-end of the *Raſſen*, in eleven foot Water, as doth the ſecond; to the Northward of which, you muſt alſo go about. Betwixt the ſecond and third Buoy (in the Fair-way) it's all one depth, the North-ſhore is ſteep about the ſecond Buoy, but towards the third Buoy it's ſomewhat flatter. The fourth Buoy lieth from the third S. S. E. upon the South-end of the *Raſſen*: The *Raſſen* is an arm of Sand on the Eaſt-ſide of the *Honde-Flat*, very ſteep, and at ſome places Ebbeth dry. Betwixt the third and fourth Boy, in the Fair-way, it's 14, 15, and 16 foot Water, which by the Fiſhermen is called the *Pan*; on the N. E. ſide it's riſing Ground, which in turning to Windward, you may borrow of it by your Lead, as ſhoal as you will. When the Steeples of *Monſter* and *Grave-Sand* come one in another, then you are paſt the *Raſſen*; the fifth Buoy lieth in eleven or twelve foot Water, upon the Eaſt-point of the new *Rib*, and lieth from the fourth Buoy S. E. by S. all which you muſt leave on your Starboard ſide, in ſailing in; to the Eaſtward of it, the Southern and Northern Chanels come together in one. From the fifth Buoy to the ſixth, which is the Buoy againſt the *Polder*, it's near the ſame Courſe, but you eaſily ſee from one to the other; that alſo you muſt leave on your Starboard ſide: Thwart of it in the Fair-way, It is 16 and 17 foot deep. Coming to the Eaſtward of that Buoy againſt the *Polder*, you will ſee a Houſe upon the Dike betwixt *Swaertwal*, and the head of the *Breil*, called the Houſe of *Lucht*; bring that over *Ambroek*, which hath a Steeple that is ſomewhat flat, a little to the Southward of *Swaertwal*, and ſo ſail right in with them, till you come before the *Breil*. If you deſire to Anchor there, you muſt leave two Buoys more on your Larboard ſide: The firſt is, the Eaſtermoſt Buoy, againſt the *Polder*; the ſecond is, the Buoy upon the *Crab*, which lieth off from the Iſland *Roſenburgh*, until paſt the *Breil*. But if you would ſail further up, then run right up with the foreſaid Marks of *Ambroek*, and the Houſe of *Lucht*, until you come near the Shore, and then alongſt by it until you come to *Heenvliet*. From the Eaſt-end of *Roſenburgh*, runneth off a Tail, which you may run within, when you ſail upwards. If you bring not the Tower of the *Breil* (when you are paſt the Heads of *Swaertwal*) without or to the Northwards of theſe Heads, but keep it to the Southwards of them, then you cannot ſail within it, but far enough alongſt to the Southwards of it. A little to the Eaſtward of *Heenvliet*, goeth in the old *Maes*, the Flood ſetteth in there very ſtrong; therefore you muſt be careful that you are not carried upon the *Wheat-Sand*, which is a great Flat lying in the midſt of the Mouth of the old *Maes*, which Ebbeth dry a great way at low-water, and lieth out with a long ſmall Point, to the Weſtward, into the *Maes*. To avoid it, you muſt look out for a Wood, ſtanding on the South-ſhore, a little to the Eaſtward of the (Point of entrance into the) old *Maes*, keep the Steeple of *Rotterdam* a little to the Northward of that Wood, and then you ſhall go clear of the *Wheat-Sand*; but if you bring the Steeple to the Southward of the foreſaid Wood, you will certainly touch upon the Tail of it. To the Northward of the *Wheat-Sand*, goeth in a Chanel, which you may ſail up in the old *Maes* to *Dordrecht*: In this alſo lie two Buoys; if you would run in there, run in by the foreſaid Marks of the Steeple of *Rotterdam*, and the Wood, until the Steeple of the *Breil* come over a Tiled Houſe, which ſtandeth upon the South-ſide of the Eaſt-end of *Roſſenburgh*; keep them ſo, and you ſhall not miſs the Buoy. Being paſt the old *Maes*, you muſt ſail up, keeping the middle of the Chanel paſt *Uleardengen*, unto the five Sluces; from thence you may take the South-ſhore, and run cloſe alongſt by it until you are over a ſmall Shoal, or Bank (whereon at low-water is about eleven or twelve foot, the nearer the South-ſhore the deeper) lying thwart over the *Maes*: as ſoon as you are paſt that, then ſail right towards the Head of *Scheidam*, there you ſhall have the deepeſt Water. If you would go into *Delf* Haven, then (being paſt *Scheidam*) keep the Soundings of the North-ſhore, and run alongſt by it until you come before the Haven, and there come to an Anchor. But if you would ſail to *Rotterdam*, then run alongſt by the North-ſhore, until that *Overſchy* and the Houſe of *Spam*, come one in the other, then (or a little ſooner) edge over to the South-ſhore, and run alongſt by it: Or bring the Steeple of *Ulear-dingen* (when you are paſt the Head of *Scheidam*) over the third Houſe upon the Head of *Scheidam*, and keep them ſo until the Mill and the Head *Charlois* (whereon ſtandeth a little Wood) come one in the other, and ſo you ſhall leave on your Larboard ſide a ſmall ſhoal, lying about half-way between *Scheidam* and *Delf* Haven, and run alongſt to the Southward of the ſhoal that lieth before the Haven. Upon the Flat aforeſaid, remains at low-water not above ſeven foot, and upon the ſhoal before the Haven, but two or three foot, and are both very ſteep. When the foreſaid Mill, and the Head of *Charlois* come one in another, keep them ſo till you come thwart of the new Head of *Rotterdam*, and then ſail towards the Town, and cloſe alongſt by it, in betwixt the Town and the Flat, and come to an Anchor.

The Raſſen.

The Pan.

Rib.

Polder.

Lucht Houſe.

Roſenburgh.

Swaertwal

The old Maes.

Wheat-Sand.

A ſhoal.

Delf-Haven.

Rotterdam.

A ſhoal.

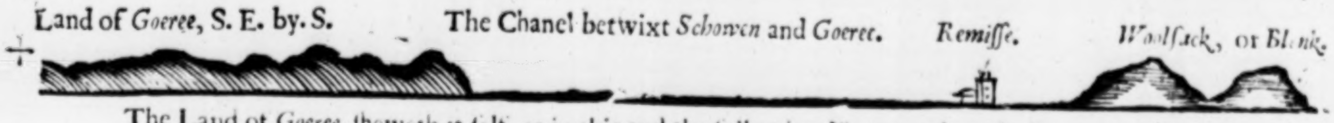
The ſetting of the Tides.

In *Goerees-Gat*, and before *Goeree*, a S. W. by S. and a S. S. W. Moon maketh full Sea.

Before *Helvert Sluce*, a S. W. by S. Moon.
Before the *Breil*, a S. W. and S. W. by S. Moon.
Before *Dordrecht*, a W. S. W. Moon.
Before the old *Maes*, a S. W. Moon.
Before *Rotterdam*, a S. W. by W. Moon.
Before the *Maes*, a S. W. by W. Moon.

In the Sea, thwart of theſe Places (without ſight of Land) it is a Point, or a Point and half later before it's full Sea; the further from the Land the later. Betwixt *Marſdeep* and the *Maes*, in the Fair-way, the firſt of the Flood cometh out of the North-Sea, and turneth about by little and little N.E. by N. towards the Land. Not long after the Flood beginneth to run without *Goerees Gat*, it doth begin to run alſo into *Goerees Gat*; and ſo likewiſe before and in the *Maes*. Cloſe before the Chanels by the Land, the Tide turneth about with the Sun, ſo that when the after-Flood runneth in to the Chanels, it turneth to the Southward, and runneth like the Ebb, the after-Ebb runneth again thwart off to Seaward out of the Chanel.

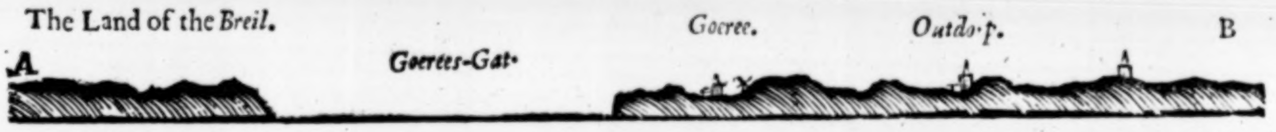
In what manner theſe Lands do ſhew themſelves.

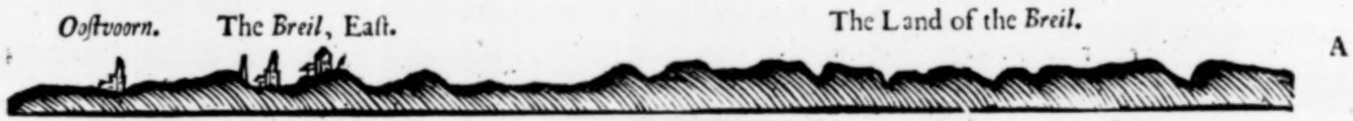

Land of *Goeree*, S. E. by S.
The Chanel betwixt *Schowen* and *Goeree*.
Remiſſe.
Woolſack, or *Blank*.

The Land of *Goeree* ſheweth it ſelf, as in this and the following Figure, when the Beacon and Steeple come one in another, and you about a League and a half from the Land.

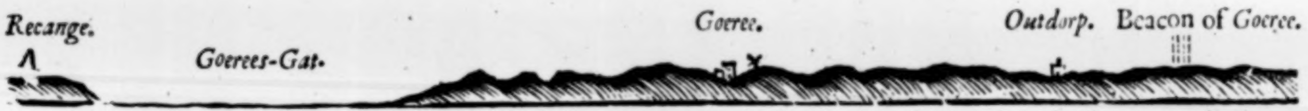
Theſe two Figures belong (at the Croſſes) one to another.

When you are thwart of *Goerees-Gat*, about a League from the Land, then the Land on both ſides of it ſheweth it ſelf, as is Pourtrayed in this and the two following Figures, and muſt be joyned at the Letters B B and A A.

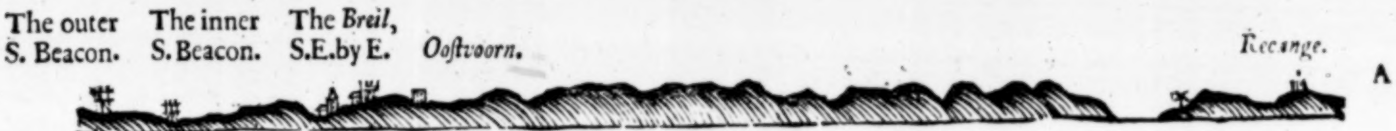




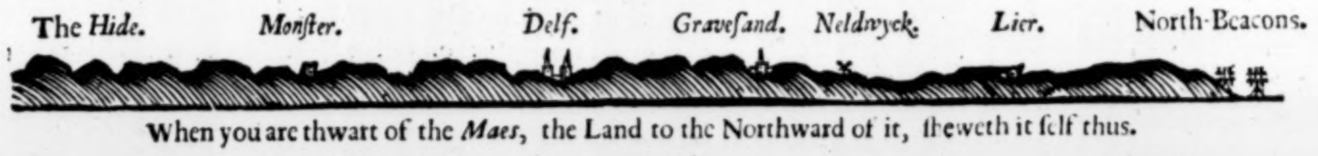
Theſe two Figures foregoing belong to this, and muſt be joyned at the Letters A and A.



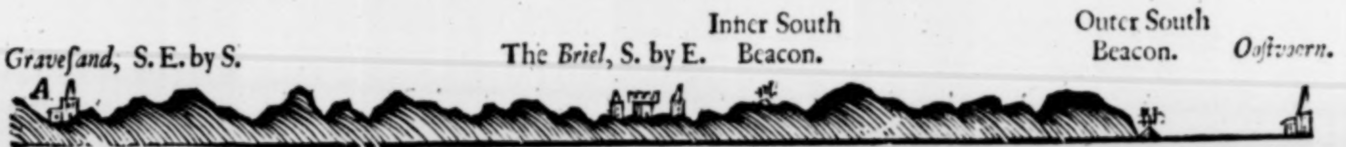
When you are thwart of the *Maes*, and N. W. by W. from the *Breil*, then the Land to the South-ward of the *Maes*, ſheweth as in this and the following Figure, the Letters A A muſt be joyned together.


The outer S. Beacon.
The inner S. Beacon.
The *Breil*, S.E. by E.
Oostvoorn.
Recange.
A

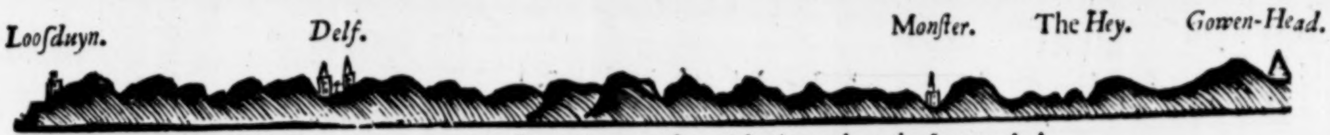
This and the foregoing Figure, belong one to another.



When you are thwart of the *Maes*, the Land to the Northward of it, ſheweth it ſelf thus.


Graveſand, S. E. by S.
A
The *Briel*, S. by E.
Inner South Beacon.
Outer South Beacon.
Ooſtvoorn.

When *Graveſand* bears S. E. by S. from you, being half a League without the Land, then the Coaſt of *Holland* to the Northward of the *Maes*, ſheweth as in this and the following Figure.



This Figure belongs to the foregoing, and muſt be joyned at the Letter A A.

CHAP. IX.

Deſcribing the Coaſt of Holland, *Betwixt the* Maes *and the* Texel.

THe *Texel* lieth from the *Maes* N. N. E. ſomewhat Northerly, about 24 Leagues diſtant, and is a long, level, and low Iſland; and all the Coaſt betwixt the *Maes* and it, is a clean Coaſt, which you may come as near to as you will, in four or five fathom Water; and on the Land betwixt them ſtandeth many Towns, Churches, and Steeples, in ſight as you ſail alongſt the Coaſt.

The Breil.
Grave-ſand.
Hey.
Monſter.
Scheveling.
The Hague.
Catwick.
Norwick.
Santford.
Harlem.
Wyck.
Beverwyck.
Egmondt by the Sea.
Egmondt within the Land.
Petten.

The *Breil* hath a great Steeple, with large Battlements, and no Spire, ſtanding (as was ſaid before) on the South-ſide of the *Maes*. *Graveſand* ſtandeth on the North-ſide of the *Maes*, having a high Spire Steeple, whereby it may eaſily be known. *Hey* is a little to the Northward of *Graveſand*, it is a Village without any Steeple; but a little within *Hey* ſtandeth a ſquare Steeple, called *Monſter*. From *Graveſand* to *Hey* it's one League, and from *Hey* to *Scheveling*, it's N. E. two Leagues; the Quire of the Church of *Scheveling*, is ſomewhat higher than the reſt of the body of the Church; a little to the Southward of the Church ſtandeth a Beacon, or Light-Houſe. About a League within the Land ſtandeth the *Hague*, which hath a high Church, whoſe Quire ſtandeth higher than the Body, in manner as *Scheveling* doth; the *Hague* Steeple may be ſeen far above any part of the Land. From *Scheveling* to *Catwick* it's three Leagues, being a ſquare Steeple, and formerly had a Spire; to the Southward of it ſtandeth a high Beacon, or Light Houſe, like a Steeple. Thereabouts (when you are not far from the Shore) you may ſee alſo within the Land *Catwick* upon the *Rhine*, *Rynsburg*, and *Valekenburg*, all Spire Steeples. *Norwick* lieth one League and a half to the Northward of *Catwick*, having a ſquare Steeple, by which ſtandeth a Fire-Beacon, or Light-Houſe: To the Northward of *Norwick* by the Sea, you may ſee *Norwick* within the Land, a ſquare Steeple, with a little Beacon upon it; and on the midſt of the Church ſtandeth a ſmall Tower. *Santford* is a Spire Steeple, and is three Leagues from *Norwick*; a little to the Southward of it (on the Black-Sand Hill) ſtandeth a high Beacon, ſhewing like a Steeple. To the Northward of *Santford*, lieth a White-Sand Hill, over which you may ſee *Harlem*, a high Church in form of a Croſs, with a high Spire Steeple upon the middle of it; and a high ſmall Steeple to the Northward of it, called *Beekneſter*: Thwart of it the Coaſt of *Holland* goeth in with a great Bay. *Wyck* a ſquare Steeple, is three Leagues from *Santford*; when you are thwart of *Wyck*, you may ſee *Beverwyck*, a high Spire Steeple, within the Land, a little to the Northward of *Wyck*. From *Wyck* to *Egmondt* (by the Sea) it's three Leagues; *Egmondt* is eaſily known, having a large flat Steeple, which ſtandeth (like a Sail) on the Sand-Hill; and a little to the Southward of it, you may ſee *Egmondt* within the Land, which hath two high Steeples on the Abby, cloſe one to the other; each had a Spire, but one is now down. A little to the Northward of the Abby, ſtandeth another Steeple upon the ruined Walls, but not ſo high as that upon the Abby; ſo that upon all the Coaſt of *Holland*, there is not a place eaſier known than this. Beſides, that betwixt *Wyck* and *Egmondt*, you may ſee *Gaſtricum*, and ſeveral other Spire Steeples. *Petten*, a ſmall Church with a little Steeple, is three Leagues to the Northward of *Egmondt* by the Sea, and thereabouts in the North-Land, you ſhall ſee two other little Spire Steeples. A little to the Southward of *Petten*, lieth *Hondboſch*, and a League to the Southward of *Petten* lieth *Camperdown* (which is the beſt Land to be known thereabouts) the North-end is a high, white, ſteep, Sand-Hill, going ſloaping down; the Southermoſt part is gray, and rough, being overgrown with Heath, or Spiery Graſs; to the Southward of it, lie many rough Hommocks, or Sand-Hills, where ſometimes amongſt them, you will ſee a white ſpot, by which it may eaſily be known. From *Petten* to *Huyſdown*, the Coaſt lieth N. by E. four Leagues. *Huyſdown* is a ſhort point of Land, with ſome white Sand-Hills running to the Southward, whereof the biggeſt and higheſt is called *Kickdown*, or *Kickerſdown*; the next to the Southward of it is called *Dirckoom's* Sand-Hill; and to the Southward of that is another, called *Blenck*; and to the Southward of that, by little and little they run flat off, and at length to nothing, in a low flat Strand. Upon the Eaſt-end, called the *Helder*, lie ſome Sandy Hills. Betwixt the *Helder* and *Kickdown*, it's a flat Shore, with ſome Sandy Hills like a Dike, upon which (about half-way betwixt both) ſtandeth a little, or outermoſt Beacon; the great Beacon ſtandeth ſomewhat within the Land, about Eaſt from *Kickdown*.

Hond-boſch.
Camper-down.
Huyſ-down.
Kickdown.
Dirc-kooms:
Blenck.
Helder.

Texel.

Upon the *Texel* Iſland ſtandeth four Churches, the Weſtermoſt hath a high Spire Steeple, and is called St. *John's*, but by the Pilots *Weſtyend*, or the *Weſten*, or the *Wambus*. To the Southward of that, ſtands another Spire Steeple, called the *Hoorn*. The third, called the *Burgh*, ſtandeth a little to the Northward of the former two. The fourth, called the *Oogh*, or *Koog*, is the Northermoſt of them all, having no Steeple, and is covered with blew Slates.

Eyerland.

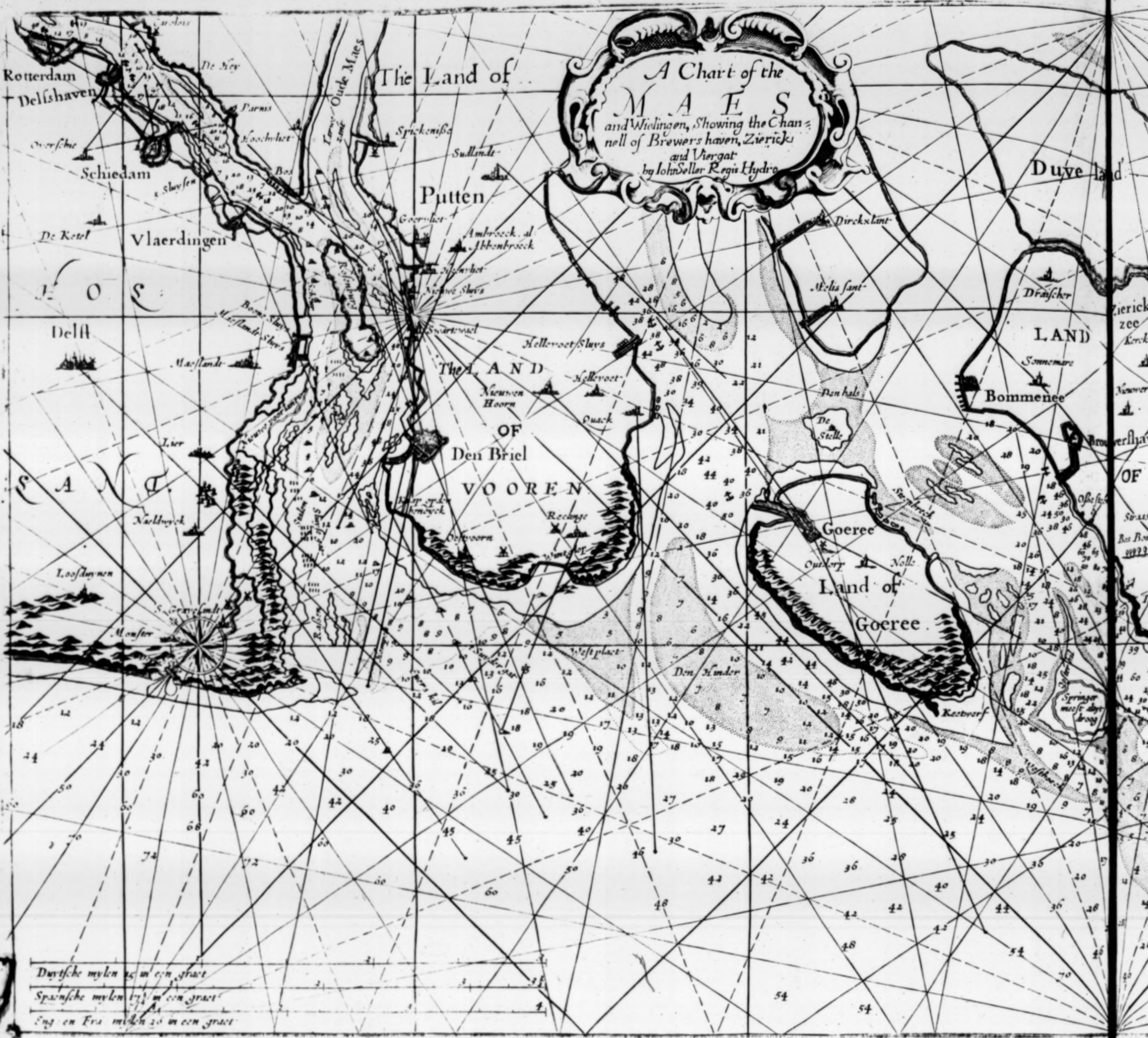
The *Eyerland* lieth near to the N.E. end of the *Texel*, when it floweth ſomewhat high, it's then divided from the *Texel* by the Sea, and is thereby made an Iſland. It ſheweth off at Sea like a little flat Iſland, with ſmall Hommocks: on it there are but two Houſes.

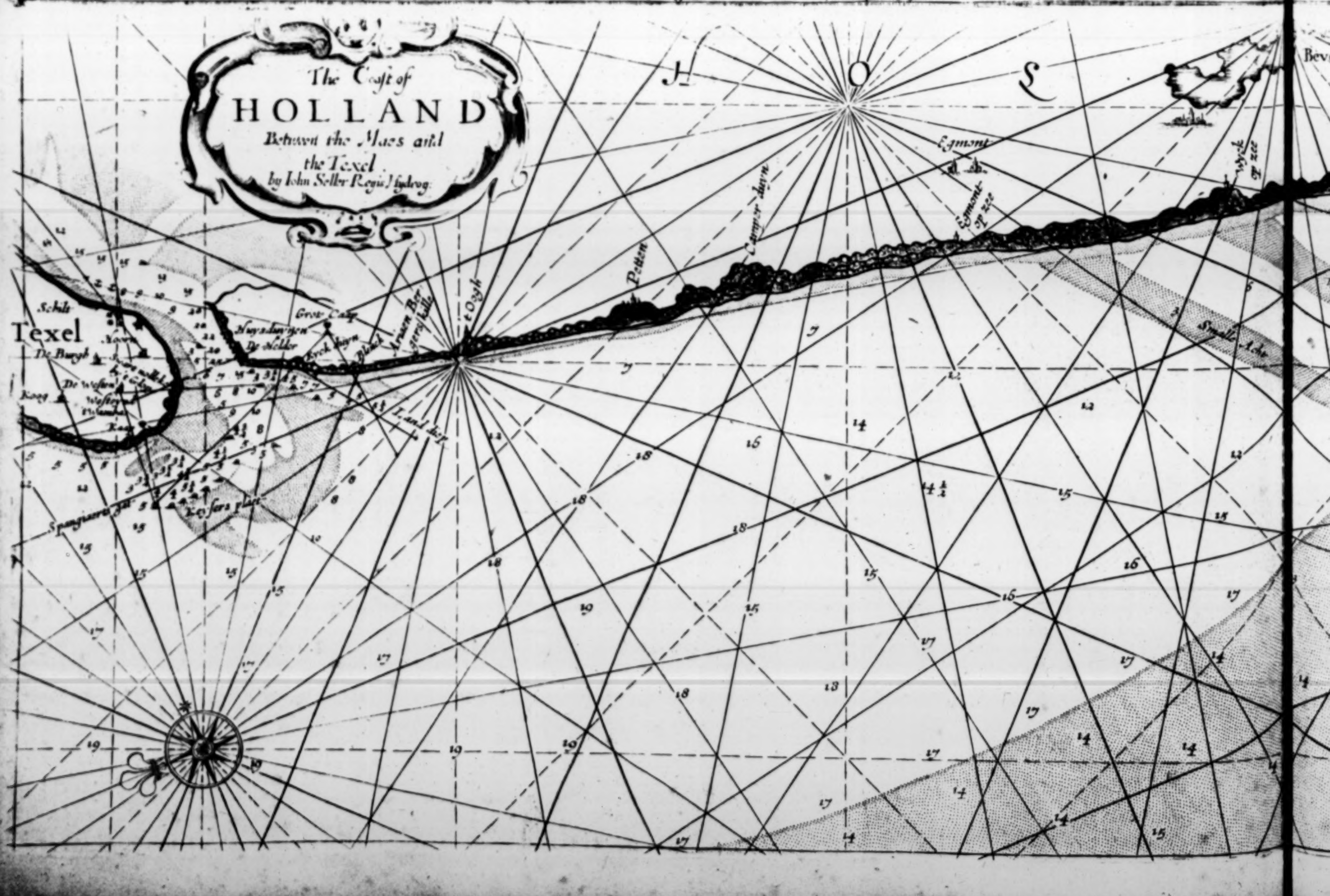
The ſetting of the Tides.

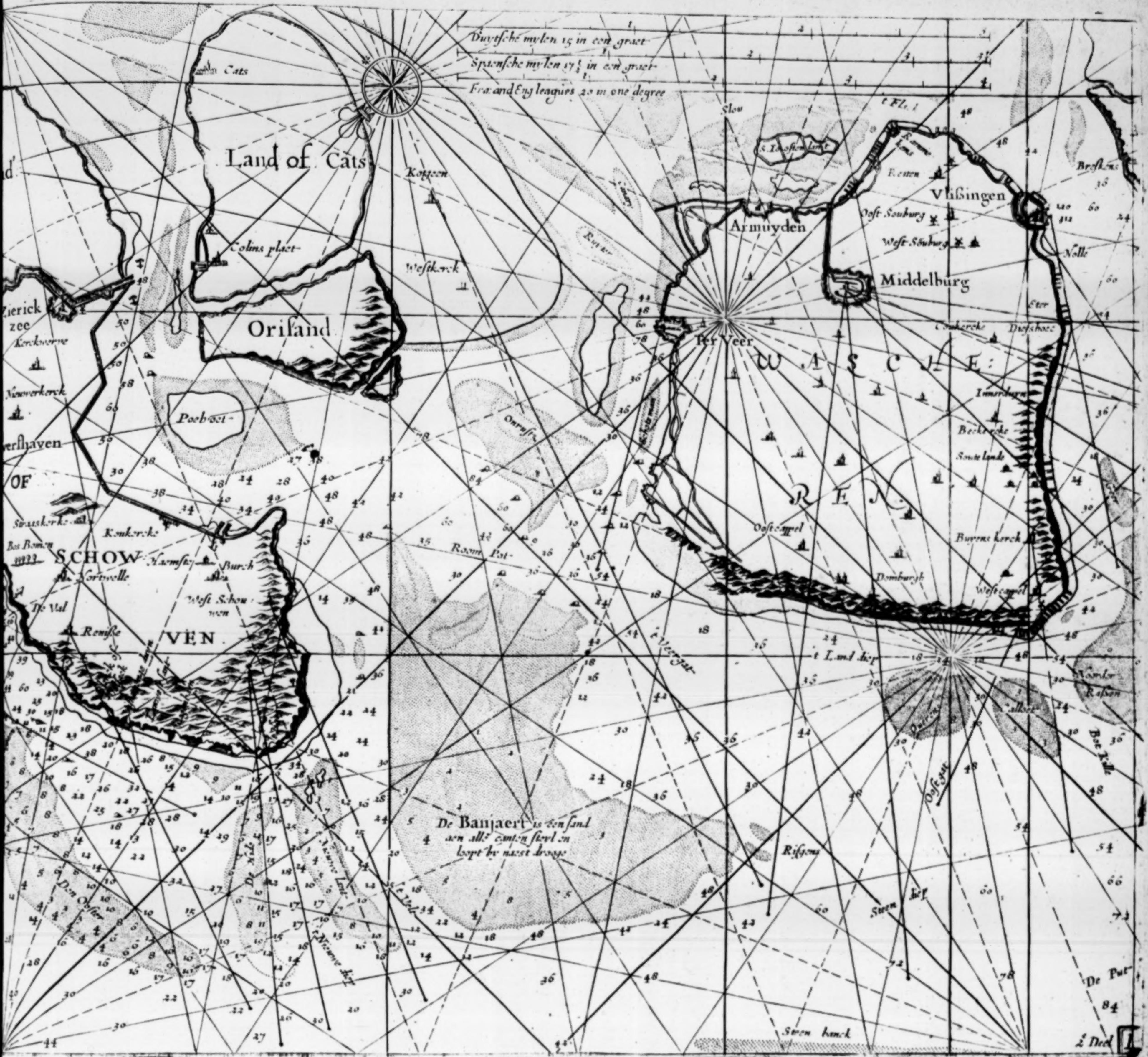
To the North-Sea, the Tide runneth round about with the Sun, more than half-Tide upon the broad *Fourteens*, and falleth but a quarter-Tide right with the Coaſt. Nearer the Coaſt of *Holland* and *Zealand*, the Tide ſetteth (whether it be Flood or Ebb) ſomewhat more towards the Land, but in the midſt of the Tide it ſetteth right alongſt the Coaſt; and in the laſt of the Tide it ſetteth to Seaward, to the North-weſtward.

When you are out of ſight of Land, you may know (in calm Weather) by the turning about of the Tides, whether you are to the Northward, or Southward of the *Maes*: To the Southward of the *Maes*, the Flood turneth about againſt the Sun; but to the Northward, it turneth about with the Sun, until the the laſt quarter-Tide, and then it ſetteth towards the Shore. Alongſt the Coaſt of *Holland*, you have no help of the Ebb in turning to Windward toward

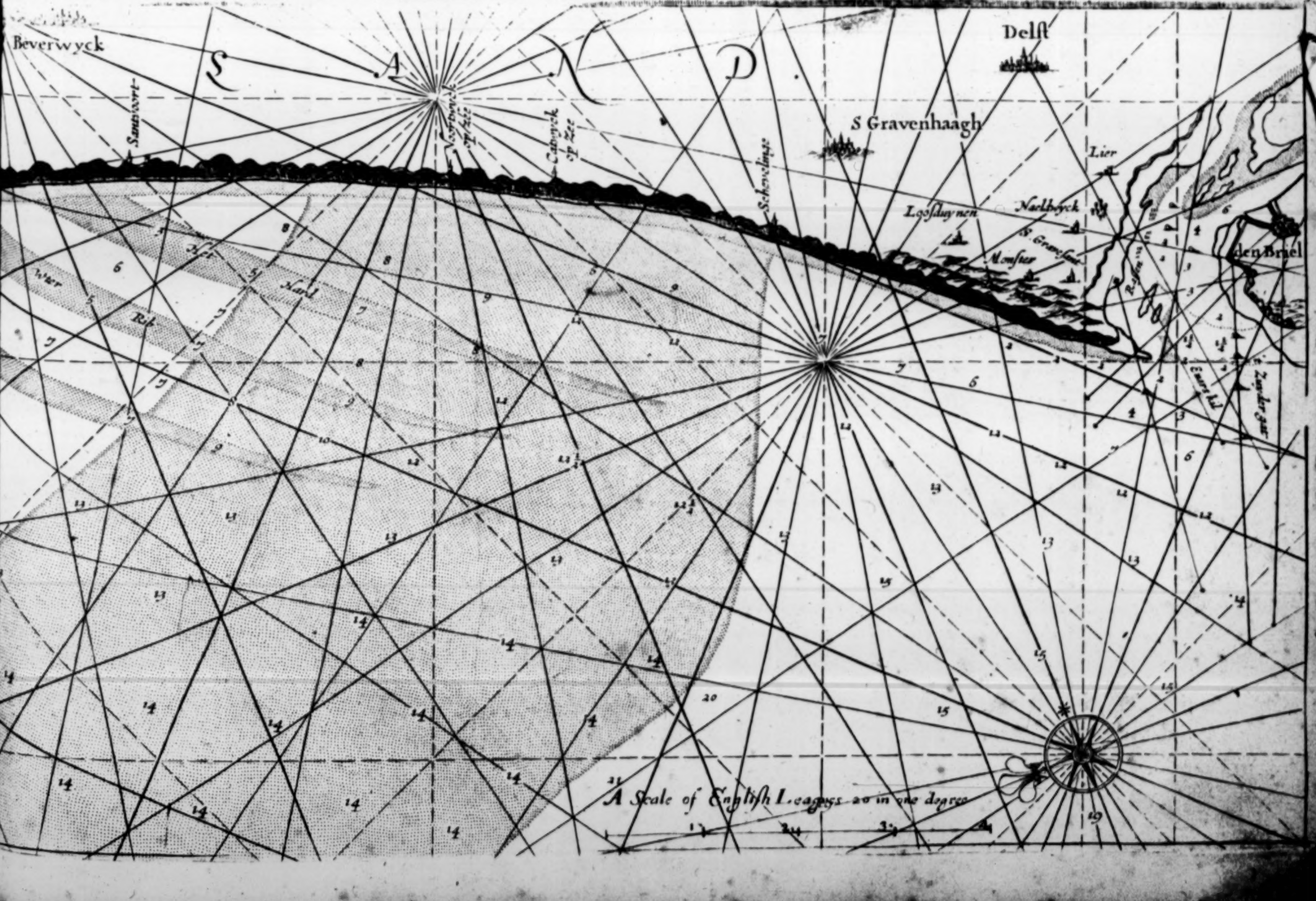
the


A Chart of the MAES and Wielingen, Showing the Channell of Brewers haven, Ziericks and Viergat by John Seller Regis Hydro
Rotterdam
Delfshaven
Schiedam
Vlaerdingen
Delft
The Land of Putten
Oude Maes
Den Briel
The LAND OF VOOREN
Goeree
Land of Goeree
Duyveland
LAND
Bommenee
Maeslandt
's Gravesande
Monster
Loosduynen
Naeldwyck
Lier
Hellevoet Sluys
Den Hinder
Dirckslant
Melis sant
Den hals
De Stelle
Kestworf
Duytsche mylen 15 in een graet
Spaensche mylen 17½ in een graet
Eng. en Fra. mylen 20 in een graet


The Coast of HOLLAND Between the Maes and the Texel by Iohn Seller Regis Hydrog.
HOLLAND
Texel
De Burgh
Schils
Koog
Groot Caep
Nuyendorp
De Helder
Petten
Camper duyn
Egmont
Egmont op zee
Wyck op zee
Spanjaerts gat
Keysers plaet
Land diep
Beverwyck


Duytsche mylen 15 in een graet
Spaensche mylen 17½ in een graet
Fra: and Eng leagues 20 in one degree
Cats
Land of Cats
Colins plaet
Oriſand
Zierick zee
Kerckwerve
Nouwerkerck
Poeboet
OF
SCHOW VEN
Koukerck
Haemſtee
Burch
West Schouwen
Noortwelle
De Val
Renisse
Kortgeen
Westkerck
Slou
S. Ioostens lant
Reeten
Vlißingen
Oost Souburg
West Souburg
Armuyden
Middelburg
Ter Veer
WASCHE
REN
Oostcappel
Domburgh
Westcappel
Bierens korck
Souteland
Berkerde
Innerdorp
Ontrust
Room Pot
Bres Kens
Nolle
t Veregat
t Land dier
Ooſtgat
Rabsen
De Banjaert is een sand aen alle canten steyl en loopt by naest droogh
Rißoms
Steen diep
Den Ooster
Steen banck
De Put
84

2^{e} Deel L


Beverwyck
LAND
Delft
S Gravenhaagh
Sandvoort
Noortwyck op Zee
Catwyck op Zee
Schevelinge
Lier
Loosduynen
Naeldwyck
S Graveſand
Monſter
den Briel
Ree
Ree Rif
A Scale of English Leagues 20 in one degree

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the *Maes*, except without ſight of Land, becauſe there runneth no Ebb by the Shore, when the Wind is to the Southward of the Weſt.

Of the Depths, and Nature of theſe Grounds.

Five or ſix Leagues without the *Texel*, lieth the broad *Fourteens* N. E. with a ſmall Tail lying about North from the *Texel*, and N. W. from the *Fly*. To the Southward it runneth with Eaſt-ſide againſt *Catwick*; but the Weſt-ſide lieth off at leaſt eleven or twelve Leagues, thwart off to Seaward from *Nortwick* and *Catwick*, it is a Bank of fourteen fathom deep for the moſt part; betwixt it and the Land it's again 18, 19, and to the Northward 20 fathom deep. When you come over it about the *Texel*, or the *Fly*, and come again into 16 or 17 fathom towards the Land, then will you begin to ſee the Land.

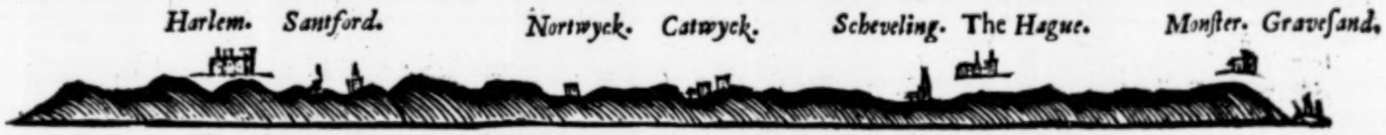
There runneth off to the Southward into the Sea, (from the Coaſt of *Holland*) three ſmall Banks, which are ſomewhat broad and ſhoal by the Land, running off ſharp and deep to the end. The firſt is called (by the Fiſhermen) the ſmall *Eight*, and beginneth a little to the Southward of *Egmondt* by the Sea: The ſecond the *Witterib*, thwart of *Wyck* by the Sea: The third and Southermoſt, the *Hard*, a little to the Northward of *Santford*.

The high Steeples of *Holland* and *Weſtfriezland*, as *Egmondt* within, *Wyck* upon the Sea, *Santford*, and others, may be ſeen before you can ſee the Sand-Hills, five Leagues from the Land in 14 or 15 fathom, that is upon the South-end of the broad *Fourteens*; but *Camperdowns*, and the Sand-Hills thwart of *Harlem*, may be ſeen before you can ſee ſome of the Steeples. The Steeples alongſt the Coaſt are moſt of them flat, except *Beverwick*, *Scheveling*, and *Santford*.

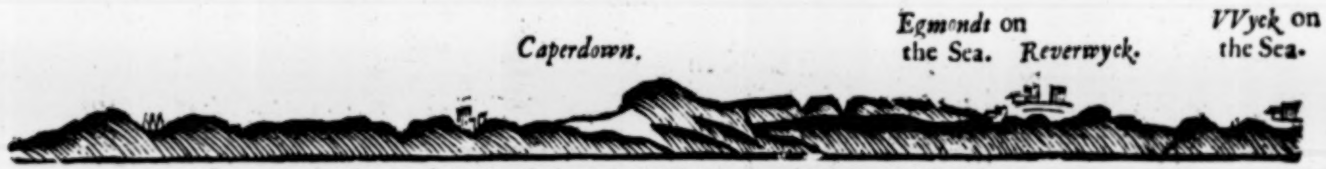
Courſes and Diſtances.

From the *Maes* to *Dover*, S. W. by W. ſomewhat Weſterly, 35 leagues.
From the *Maes* to the North *Foreland*, W. S. W. Weſterly, 32 leagues.
From the *Maes* to the *Naze*, Weſt, 29 leagues.
From the *Maes* to the *Texel*, N. N. E. 24 leagues.

In what manner theſe Lands do ſhew themſelves at Sea.



Thus ſheweth the Coaſt of *Holland*, betwixt the *Maes* and *Wyck* by the Sea, when you ſail alongſt by it about two Leagues from the Land.


Caperdown.
Egmondt on the Sea.
Reverwyck.
VVyck on the Sea.

Thus ſheweth the Coaſt of *Holland*, betwixt *VVyck* upon the Sea and *Huyſdown*, when you ſail alongſt by it, about three Leagues from the Land.

CHAP. X.

Deſcribing the Chanels of the Texel, *and* Texel *Stream.*

BEtwixt the Land of *Holland* and the Iſland *Texel*, goeth in the Chanels of the *Texel*, which are three, the *Land-Deep*, the *Slenk*, and the *Spaniards-Gat*, or Chanel; the *Land-Deep* is the Eaſtermoſt Chanel, and goeth in betwixt the Land of *Holland* and the *Hakes*-ſhoal (which lieth betwixt *Land-Deep* and the *Slenk*) and hath four Buoys lying in it.

To ſail in at Land-Deep.

For to find *Land-Deep* coming out of the Sea from the Southward, you muſt take the Soundings of the Shore in four fathom and a half, and ſo run alongſt by the Shore, and you ſhall ſail right with the outermoſt Buoy; come no nearer the Shore, leſt you ſail within the Tail of *Arian Bergers* Creek, which ſhooteth from the Shore off to Seaward, to the Southward of *Blenk* the South-Sand-Hill; or elſe if you come out of the Sea with an open Wind, and keep the great Beacon upon *Huyſdown*, over *Dirkcoms* Sand-Hill (which is a little to the Southward of *Kickdown*, but not ſo high) and ſail right in with it, and you ſhall certainly meet with the outermoſt Buoy, which lieth at low-water in four fathom and a half, and neareſt to the Weſtward Grounds, or the *Hakes*; leave it on the Larboard ſide, and run in alongſt to the Eaſtward of it, betwixt it and the Shore; it lieth in N. E. and N. E. by N. You cannot well take hurt on either ſide, except you run on Shore. Thwart of *Kickdown*, or a little to the Southward of it, you muſt edge a little off from the Shore, to avoid a ſhoal lying thereabouts, ſomewhat off from the Shore. When you come to the ſecond Buy, then cometh a Mill to the Northward of *Kickdown*. And at the third Buoy, the Mill and *Cane-Nelles* Houſe come one in the other; which two Buoys lie both in five fathom at low-water. From the third to the innermoſt Buy, it's N. E. by E. run cloſe alongſt to the Eaſtward of it, to avoid the foreſaid little Tail of Sand, which lieth thwart off from the Shore, and then ſail on within a Bow-ſhot about by the Heads, and ſo alongſt by the Shore of *Helder*. For to ſail up from the *Helder*, towards *Wieringen*-Flat, you muſt ſail

Arian Bergers Creek.

Hakes.

ſail N. E. or a little more Eaſterly, according as the Wind and Tide ſhall be; or elſe alongſt by the *Texel*, in eight or nine fathom, until *Hoorn* come to the Northward of *Zuydhaſſel* (which are a few Houſes to the Northward of the *Sconce*) but take heed of the *Wieringen* ſide; which is there ſo ſteep, that you may have 12 or 13 fathom at one caſt, and a-ground before you can heave the Lead again. When *Hoorn* cometh to the Northward of *Zuydhaſſel*, then keep them ſo and ſail up to *Voogelſand*. When that *Eyerland* cometh juſt without the Eaſt-point of the *Texel*, then you have the length of the Buoy upon *Burg*-Sand, which lieth on the South-ſhore upon a tail of Sand, within which you may ſail in five or ſix fathom. From the Buoy upon *Burg*-Sand, to the Beacon upon *Voogel*-Sand, it's E.S.E. but ſail upon the foreſaid Marks of the *Hoorn* and *Zuydhaſſel*, till you have the Beacon upon the *Texel*, and the Mill of *Eaſter-end* one in the other; then keep them in one, leaving the firſt Mark, and ſail up to the Beacon upon the *Neſs*, and ſo you ſhall run in the middle of the Chanel, which is 10, 11, or 12 fathom deep. If you bring the ſaid Mill a little to the Weſtward of the Beacon, then you are cloſe to the South-ſhore, which is ſo ſteep, that you cannot come nearer it (in turning to Windward) than eight or nine fathom; being come about the *Neſs*, ſail then South, and S. by W. towards the Norther Buoy that lieth by a little Flat. If you would ſail up to *Amſterdam*, ſee the *Engliſh Pilot*, the Firſt Book, where it is largely deſcribed.

Voogel-Sand.

Burg-Sand.

To ſail in at the Slenk.

The ***Slenk*** lieth betwixt the ſhoals of *Keiſers-Flat* and the *Hakes*, and hath ſix Buoys lying in it. For to find the ***Slenk***, coming out of the Sea; bring the Beacon upon the Iſland *Texel*, and the Steeple of *John's* Church (by ſome called the *Wambus*) one in the other; then they will bear E. N. E. a little Northerly from you: Sail ſo right in with them, and you ſhall run in ſight of the outermoſt Buoy, which lieth from *Kickdown* W. N. W. and from the *Helder* Weſt. If you come either from the Northward, or Weſtward, and would go in at the *Slenk*, then bring *Kickdown* E. S. E. from you, or the great Beacon upon *Huyſdown*, in a little Valley, a little to the Northward of *Kickdown* (to wit, betwixt it and *Cane Nelles* Houſe) ſail right in with them, until the Beacon upon *Texel* and St. *Johns*, are one in the other; then you have the length of the outermoſt Buoy, and ſhall not miſs meeting with it; which lieth in four fathom and a half at high-water, and in one quarter leſs than four at low-water. Keep that Beacon and Steeple one in the other, and ſo ſail right with them, and alongſt till you are paſt the third Buoy, which lies all like as the fourth and fifth, in the midſt of the Fair-way; but alongſt to the Southward of them it's deepeſt. The South-ſide is very ſteep, that having (at one caſt) four fathom and a half, the next caſt but three; but the North-ſide is flat going up. The fourth Buoy lieth from the third E. N. E. ſomewhat Eaſterly, the fourth and fifth E. by N. the fifth and ſixt E. by N. and E. N. E. The ſecond at low-water lieth in 20, or 21 foot upon the ſhoaleſt of the *Slenk*, the reſt lie in four fathom at low-water; but the ſixt, or innermoſt, in three fathom upon the point of the Tail of *Keiſers-Flat*. To the Northward of which you may not ſail, but in ſailing in, muſt leave it on your Larboard ſide. But be ſure to reckon your Tides well. The firſt of the Flood ſetteth N. N. E. in this Chanel, on the South Grounds, until half Flood; and the Ebb S. S. E. until half Ebb. Within the ſixt Buoy it's broad and wide, and you may from thence, ſail E. S. E. right to the *Helder*, and from thence upwards by the directions aforeſaid, in ſailing in at *Land-Deep*.

To ſail in at the Spaniards Chanel.

The *Spaniards* Chanel, lieth in betwixt the *Texel* Iſland, and *Keiſers-Flat*, and hath ſix Buoys lying in it. For to find (coming from the Northward) the *Spaniards* Chanel, you muſt bring the Beacons upon *Huyſdown* one in the other, or the greater (which is the biggeſt and Southermoſt) a little to the Eaſtward of the other, then they will bear S. S. W. from you; keeping them ſo, ſail right in with them, and you ſhall come juſt with the outermoſt Buoy, or in ſight of it: When you come to that Buoy, then *Coog* Church will bear E. N. E. from you. Therefore if you come either from the Weſt, or Southward, bring not that Church more Northerly than E. N. E. but rather Eaſterly, and then ſail right in with it, till the Beacons come right againſt one another, or elſe you may (perhaps) be too near *Keiſers-Flat*, which is on the North-ſide very ſteep. You may alſo run along to the Weſtward of the outermoſt Buoy, but not far; alongſt to the Eaſtward of it it's broader: From the firſt or outermoſt Buoy to the ſecond, the Courſe is South, ſomewhat Eaſterly; and from thence to the third, fourth, fifth, and ſixth (which is the Buoy of the Beacon and Steeple ſo called, becauſe it lieth right with the Beacon and St. *Johns* Steeple, upon the *Texel*) it's near the ſame Courſe S. S. E. or ſomewhat Southerly. The Buoys lie all on the Weſt-ſhore: You may for need ſail alongſt to the Weſtward of them, but not far, for the Weſt-ſhore is ſo ſteep, that in a Ships length, it alters from three fathom, to three foot, but the Eaſt-ſhore is flat; you may run alongſt by it with your Lead, till you come within the Buoys. The innermoſt Buoy of the *Slenk*, which lieth upon the tail of *Keiſers-Flat*, which is the ſeventh, lieth from the Buoy of the Beacon and Steeple, S. by E, and S.S.E. but the *Helder* S. E. by S. You may ſail from the Buoy of the Beacon and Steeple, right with the *Helder*, without danger, or to the Buoy upon the Tail; and from thence alongſt the South-ſhore (which is alſo very ſteep) or right to the *Helder*, according as you will for the Wind and Tide. The firſt of the Flood runneth very ſtrong over the South-Ground, N. N. E. to the *Spaniards* Chanel, until half-Flood, and the Ebb on the contrary, S. S. E. until half Ebb: The *Helder* lieth from the Buoy upon the Tail, E. S. E. When you are come near the *Helder*, run cloſe alongſt by it, to avoid a Tail which ſhooteth off from *Geeſt-Sand*, you may ſail within it; when you come out of the Sea, there lieth a Buoy upon it, which you muſt leave on your Larboard ſide. Being paſt the *Helder*, ſail N. E. ſomewhat Eaſterly, or alongſt by the *Texel*, in eight or nine fathom, into *Copevearders*-Road.

The falling of the Tides.

To ſail out at the Texel.

To ſail from *Copevearders*-Road out at the *Texel*, you muſt ſteer S. W. ſomewhat Weſterly, to the *Helder*, or run alongſt by the *Texel*, in nine or ten fathom, till you come near the *Helder*, and then out again Weſt, cloſe alongſt by the Shore of the *Helder*, and by little and little ſomewhat more Northerly, till the Beacons of *Huyſdown* be one in another, or that the greateſt come to the Weſtward of the ſmalleſt, and then ſail out N. N. W. or a little more Northerly, or Weſterly, according as the Wind and Tide ſhall be, until you come againſt the North-ſhore, in five or ſix fathom, and run boldly out alongſt by it, until you are clear out at Sea. When the Steeple of St. *Johns* (which ſome call the *Wambus*) beare E. N. E. from you, or rather a little more Eaſterly, then have you the length of the Beacon and Steeple Buoy (that is the innermoſt Buoy of the *Spaniards* Chanel) which you will ſee on your Larboard ſide. To the Northward of it lieth four other Buoys, all alongſt the Eaſt-ſide of *Keiſers-Flat*, near N. N. W. or a little more Northerly; all which you muſt leave in ſailing out, on your Larboard ſide. The outermoſt Buoy lieth from the fifth (upon the Point of *Keiſers Flat*, in 22 foot at low-water) North, ſomewhat Weſterly; you may run alongſt to the Weſtward of it, but not far, for *Keiſers Flat* (on the Eaſt-ſide) unto the outermoſt end, is very ſteep too, but the Eaſt-ſhore is flat. When you come thwart of the foreſaid outermoſt Buoy, then lieth *Coog* Church due E. N. E. from you, and the Beacons upon *Huyſdown*, one in the other.

To ſail out at the Land-Deep.

For to ſail out at the ***Land Deep***, run alongſt within a Bow-ſhot of the Shore of *Huyſdown*, and about by the Heads, and you ſhall not miſs the innermoſt Buoy, which lieth upon the ſhoaleſt, neareſt the Weſt-ſhore in 17 foot at high-water, and 13 foot at low-water: That ſhoal place is not above two Ships length broad, and alſo within it it's deep enough. Thwart of that Buoy, ſhooteth off a Tail from the Shore towards the Buoy, therefore run cloſe alongſt by the Buoy, and leave it (in ſailing out) on your Starboard ſide. Beſides that, there lie three other Buoys in the ***Land-Deep***, which you muſt leave to Seaward of you, and run through betwixt them and the Shore; when you come paſt the fourth Buoy, you are paſt all the Shoals, and you may ſet your Courſe as you pleaſe.

To ſail out at the Slenk.

To ſail out of the ***Slenk***, you muſt run alongſt to the Southward of it, and leave it on your Starboard ſide, ſail then out Weſt, and W. by S. to the ſecond and third Buoy, from the third to the fourth and fifth, W. S. W. the ſixth, or outermoſt, lieth a little more Southerly.

Of the ſetting of the Tides about theſe Places.

Upon the *Weiringen-Flat*, a S. E. Moon maketh full Sea.

Before the *Texel*, in *Capevearders*-Road, an E. S. E. Moon.

Without the Grounds or Shoals of the *Texel*, an Eaſt Moon.

And in the entring of the *Texel*, an E. by S. Moon.

But the Flood goeth a good while longer in, and the Ebb likewiſe runneth longer out.

When the Moon is at South, or a little to the Weſtward of it, it beginneth to flow without, and on the ſhoals.

The firſt of the Flood, and the after Ebb ſets out of the *Texel*, N. N. E. Thwart over the Grounds and Chanels, and right out at the *Spaniards* Chanel, until half-Flood; and on the contrary, the firſt of the Ebb with the after-Flood, ſets right in at the *Spaniards* Chanel S. S. E. over the South-Grounds, and thwart over the *Slenk*, and other Chanels, until half-Ebb.

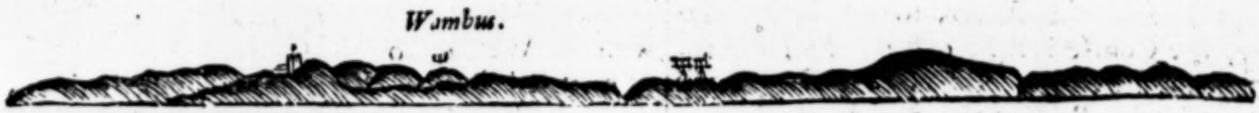
A little while before half-Flood, the Flood beginneth to run right in at the Chanel; and again, a little before half Ebb, the Ebb beginneth to ſet right out at the Chanel.

Therefore if you ſail into theſe Chanels, you muſt reckon well your Tides, which is of great concern.

Courſes and Diſtances.

From the *Texel*, to the entring between *Calice* and *Dover*, S. W. ſomewhat Southerly,	53 leagues.
From the *Texel* to *Calice-Cliff*, S. W. by S.	53 leagues.
From the *Texel* to the *North Foreland*, S. W.	48 leag.
From the *Texel* to *Orford Neſs*, W. S. W.	38 leagues.
From the *Texel* to *Yarmouth*, Weſt, and W. by S.	34 leagues.
From the *Texel* to *Cromer*, Weſt,	40 leagues.
From the *Texel* to *Flamborough Head*, W. N. W.	60 leagues.
From the *Texel* to *Newcaſtle*, W. N. W. Northerly,	83 leagues.

In what manner theſe Lands appear at Sea.



Thus appeareth the Iſland *Texel*, when it bears E. by N. from you.

Huyſdown ſheweth it ſelf thus, when it bears E. S. E. from you.

Here we leave the Coaſt of Holland, and paſs over to the Coaſt of England, proceeding to the Southward from the River of Thames to the Lands-end of England.

CHAP. XI.

Deſcribing the Coaſt of England, *from the River of* Thames *to the* Downs.

Directions for Sailing from Tilbury Hope, down to the Buoy of the Nower.

WHen you break Ground from *Tilbury-Hope*, if the Wind be Southerly, keep the South-ſhore cloſe Aboard, but be careful of *Blith*-Sand, which lieth cloſe to the South-ſhore, and accordingly obſerve theſe Marks, to carry you clear of it. If in the Day-time, keep the Steeple of *Tilbury* Church, a great Sails breadth without *Hopeneſs*, (*alias*, *Sands-head* Point) if in the Night, or hazy Weather, keep your Lead, and come not within five fathom at low-water, and ſeven at high-water, on the South-ſide; and that depth will carry you clear without *Blith* Sand, and thoſe depths will lead you down to the *Nower* Head; but if the Wind be Northerly, you muſt keep the North-ſhore, which is ſteep too, until you come as low as *Hole*-Haven, and ſo keeping your ſoundings aforeſaid, you may run down to the *Nower*, where you may Anchor at the Eaſt-end thereof. The Marks to keep you clear of the Sand, is to bring *Pricklewel* Steeple a Sails breadth to the Eaſtward of the Wood, that is on the North-ſhore by the Water-ſide, and there you may come to an Anchor.

Directions for ſailing from the Buoy of the Nower over the Flats, and through the Narrow, into the Downs.

From the *Buoy* of the *Nower*, to the *Buoy* of the *Oaze-Edge*, the Courſe is Eaſt, one quarter Northerly, diſtant about five Miles. Betwixt the *Buoy* of the *Oaze-Edge*, and the *Buoy* of the *Red-Sand*, lieth a round ſhoal, called the *Spile*, bearing South from the *Buoy* of the *Oaze-Edge*, on which ſhoal there is but ſix foot at low-water. The *Buoy* of the *Red-Sand*, bears from the *Buoy* of the *Oaze-Edge* Eaſt, half Northerly, four miles diſtant.

The Spile.

Red-Sand.

To go between the Buoys.

If the Weather be clear, you have a good longſt Mark, that will directly lead you between the *Oaze-Edge*, and the *Red Sand*, (*viz.*) You will ſee a Tree with a round head on the Iſland *Grane*, keep that Tree in the Valley between the little Hills that are upon the high Land, next to the Weſtermoſt end of the Iſland *Grane*; and this Mark ſo kept, will lead you down.

The Eaſtermoſt part of the *Red-Sand*, lieth out with two Tongues, on the Northermoſt of which the *Buoy* is plac'd.

The Marks of the *Buoy* of the *Red-Sand* from the Land, are theſe: Bring the Lands-end of *Sheppey* S. W. and St. *Nicholas* Wood in the *Gore*, open of the *Reculvers*, S. E. The Chanel goeth in betwixt the *Oaze-Edge* and the *Red-Sand*; the depth betwixt them, is ten and eleven fathom.

From the *Buoy* of the *Red-Sand*, to the *Buoys* of the *Spell*, and *Wool-Pack*, the Courſe is N. W. by W. one quarter Northerly, and S. E. by S. one quarter Eaſterly, over the *Flats*; you will have at low-water, with this Courſe, ten foot, and in ſome holes, fifteen or ſixteen foot Water.

The Gilman.

About a quarter of a mile S. E. by S. from the Eaſt-end of the *Spaniard*, lieth the *Gilman*, which falls dry at Spring-Tides; but if you keep the foreſaid Courſe, you will not come near it.

Woolpack.

The *Buoy* of the *Wool-Pack*, is the Weſtermoſt *Buoy* in the *Narrow*, on the North-ſide of the Chanel, and lieth on the *Weſt ſpit* of the *Wool-Pack* Sand, and bears from the *Reculvers* Steeple N. by W. then you have two little Hills like two Paps, on the upper Land to the Southward, juſt open to the *Reculvers* Steeple.

Spell.

The *Buoy* of the *Spell*, lieth on the South-ſide of the Chanel, a little to the Eaſtward of the *Buoy* of the *Wool-Pack*; betwixt theſe two *Buoys*, the Chanel is a Cables length and a half broad, and but nine foot deep at low-water.

Searn.

The *Buoy* of the *Searn*, is the Eaſtermoſt *Buoy* that lieth on the North-ſide of the Chanel, the Steeple of the *Reculvers* bearing from the ſaid *Buoy* S. by W. then have you a Wind-Mill a little open of the Chanel of *Reculvers* Church.

The Courſe upward from this *Buoy*, through the *Narrow*, is W. N. W. and downward E. S. E.

The longſt Mark on the Shore, is to bring *Birchington* Church right over a Gaul, or black Hole, in the Weſtern part of the *Cliff-end*.

Hooks of Margret Sand.

On the North-ſide of the Chanel, a little below the *Buoy* of the *Searn*, ſhooteth out a ſhoal from *Margret*-Sand S. E. called the *Hook*; it runneth ſo far to the Southward, that it maketh the Chanel very narrow.

The thwart Mark for this Sand, is to bring *Birchington* Steeple into a great Dauk, or Valley, in a Cliff, then the Steeple will bear from you S. E. half South; the longſt Mark is, to bring St. *Peter*'s Church to bear with the Weſt-end of the Cliff.

Horſe.

A little below the *Reculvers* Church, lieth a ſhoal, called the *Horſe*, on which it is very ſhoal at low-water.

The Mark to avoid it, is, to keep St. *Peter*'s Steeple (on the Eaſt-ſide of *Weſtgate* Bay) a little upon the Cliff.

Gore.

Between the *Hook* of *Margret*-Sand, and the *Buoy* of the *Searn*, is a good Road for Ships to Ride in, called the *Gore*; which is uſeful for Ships, when they have not Wind and Weather to carry them over the Flats.

Marks for good Anchorage.

The Marks for the beſt Riding, is to bring a Mill (in the midſt of a Wood near the Sea-ſide) and St. *Peter*'s Church (in the midſt of *Weſtgate* Bay) together.

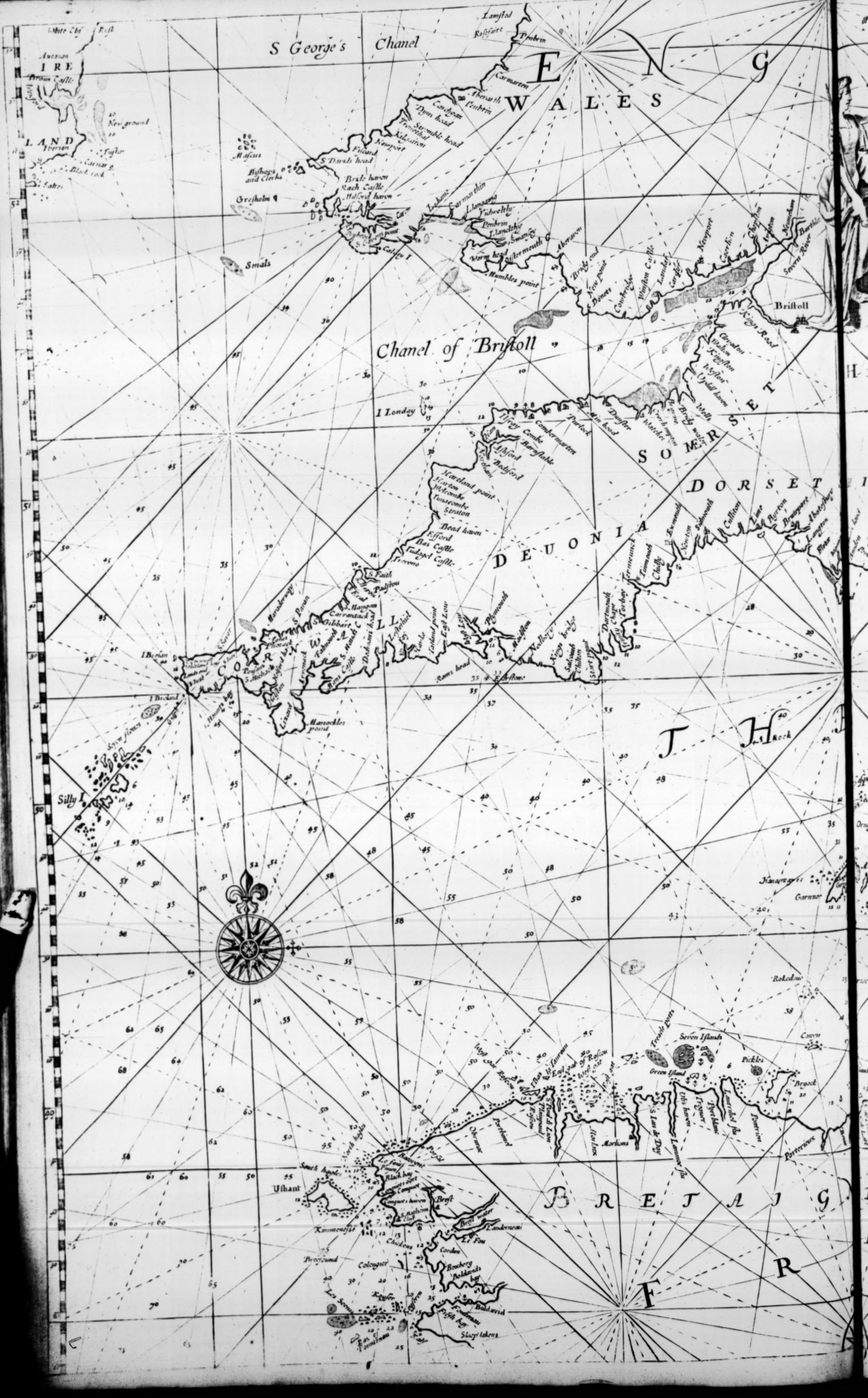
Middle-Ground.

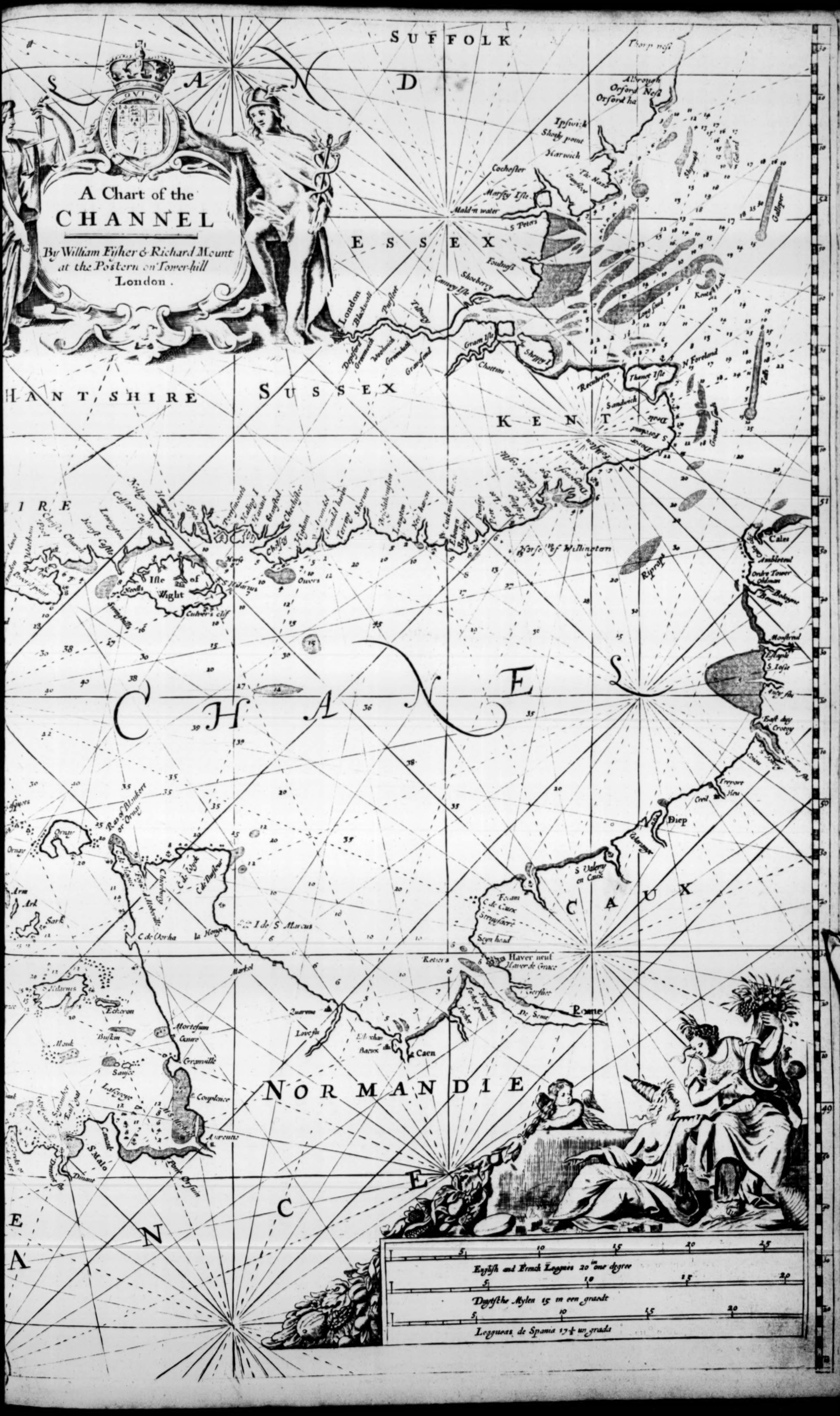
There is alſo a ſhoal, called the *Middle-Ground*, at the *Cliff-end*, which lieth a little below the *Hook*, near the Shore on the South-ſide, on which there is but fourteen foot at low-water, and on each ſide thereof four fathom, being a ſmall narrow Ridg, and lieth E. N. E. and W. S. W. in length three quarters of a mile.

The Marks to keep you clear, is to bring St. *Peter*'s Church over the Eaſt-ſide of *Weſtgate* Bay, or to bring the nethermoſt Tree (on the next high Land to the Weſtward of the *Reculvers*) a little open to the Southward of the *Reculvers*.

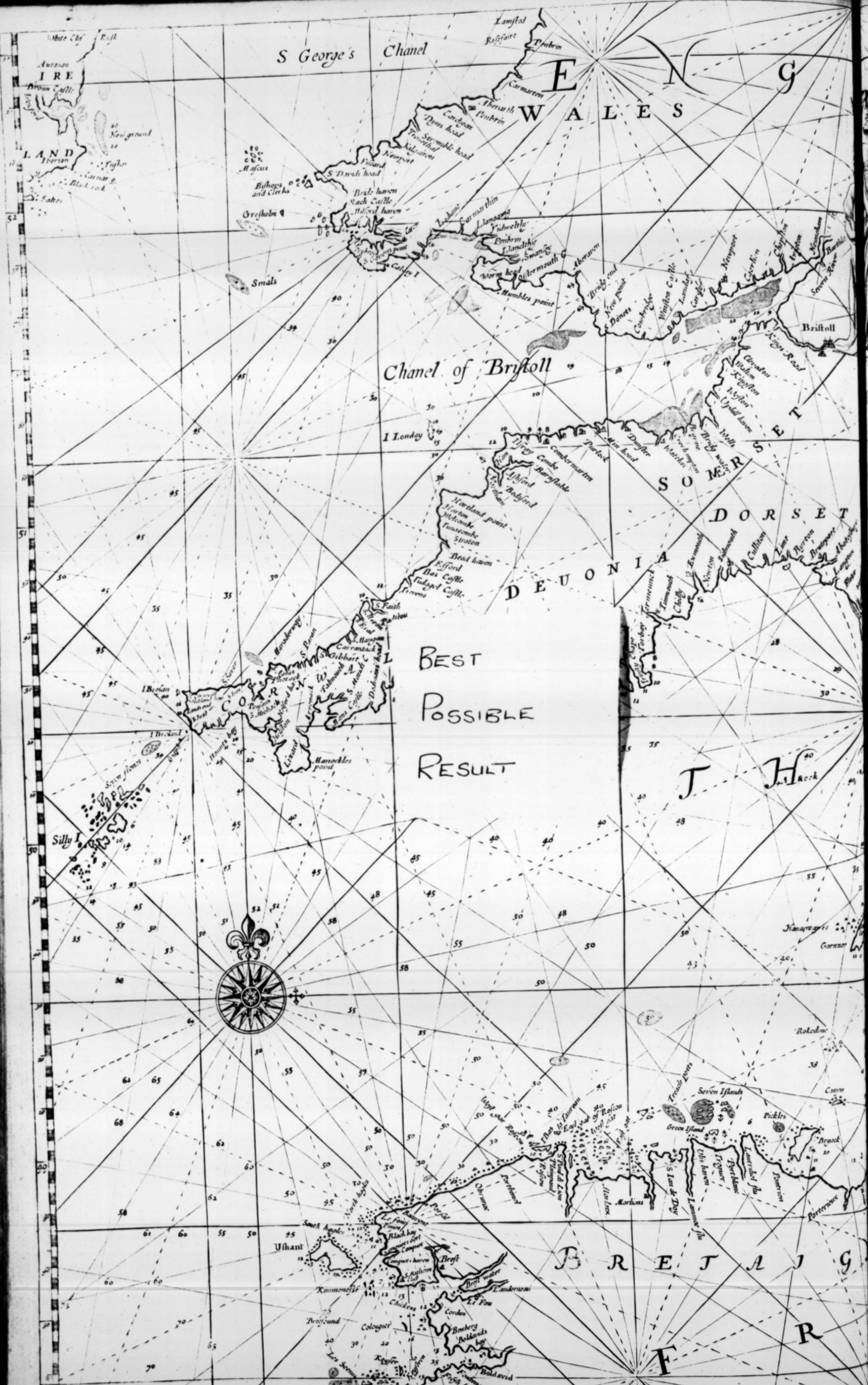
Margret-Sand.

This is alſo a good Mark for the *Hook* downwards, or from *Margret*-Sand upwards. *Margret*-Sand lieth before *Margret*, and *Weſtgate* Bay, on the North-ſide of the Chanel; the Eaſt-end of this Sand beareth North,


S George's Chanel
IRE
LAND
White Chy
Brown Castle
New ground
Tuskar
Carnar
Black rock
Saltee
Lamstod
Rossfaire
Trebrin
Carmareen
Aberath
Lenbrin
E N G
WALES
Cardigan
Dynis head
Stromble head
Newport
Fisgard
S Davids head
Mascus
Bishops and Clerks
Brides haven
Rach Castle
Milford haven
Gresholm
Smals
Caldey I
Carmarthin
Llangane
Tenbrin
Llanelthy
Swanzy
Worm head
Oystermouth
Aberavon
Humbles point
Bridg end
New point
Dones
Cowbridge
Winston Castle
Landaf
Cardif
Newport
Caerlion
Chepston
Neweton
Newenham
Barkle
Severn River
Bristoll
Kings Road
Chanel of Bristoll
I Londay
Porlock
Minhead
Dunster
Watchet
Comber
Bridg water
Wells
Uphill haven
Kingston
Clevedon
SOMERSET
Ilfracombe
Combermarten
Barnstable
Bedeford
Hartland point
DORSET
DEUONIA
Exmouth
Sidmouth
Colliton
Lime
Burton
Bridport
Abbotsbury
Teinmouth
Dartmouth
Torbey
Bead haven
Bas Castle
Tindagel Castle
S Faith
Padstou
S Ives
Carrantack
S Mawes
Dodmans head
Fowey
Loo
East Loo
Plymouth
Rams head
Edistone
Salcomb
Start point
CORNWALL
I Brisan
I Breland
Seven stones
Silly I
Lizard
Manacles point
Mounts bay
Falmouth
T H
Rock
Hanouwaes
Garnzor
Rokedow
Conin
Pickles
Seven Islands
Green Island
Brywick
BRETAIG
F R
Ushant
South hopes
North hopes
Le four
Black bay
Brest
Conquett haven
Camaret
Landerneau
Le Fou
Cordon
Boiseberg
Boldoirs bay
Kimmenesse
Chickens
Colongier
Brechound
Les Seems
Karsfen
Boldavid
Croisbay
Penmarck
Sluys taken
Lannion
Morlaix
S Pol de Leon
Isle of Bas
Tregnier
Portrieu
Plouhac
Porterieux



A Chart of the
CHANNEL
By William Fisher & Richard Mount
at the Postern on Tower-hill
London.



BEST
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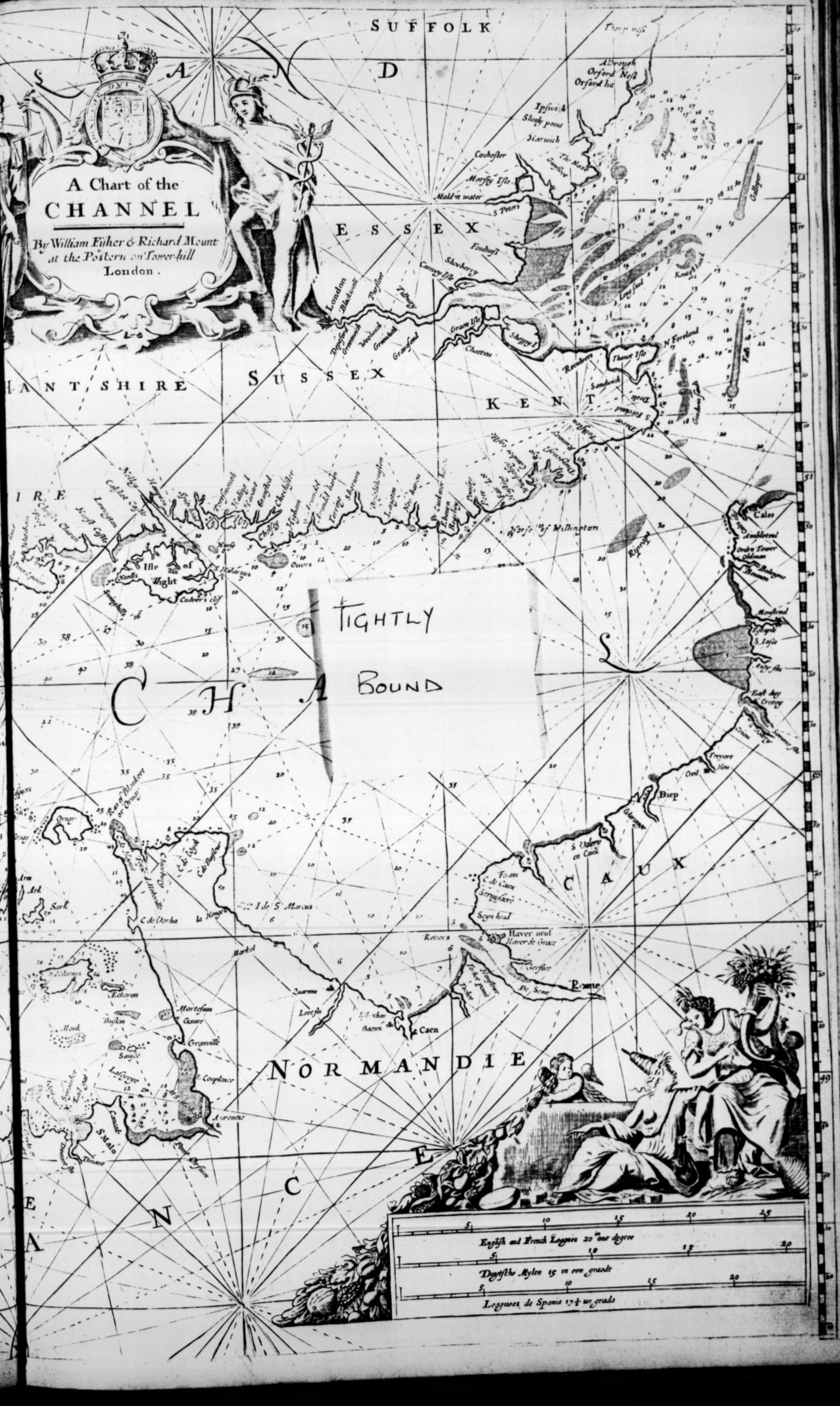

TIGHTLY
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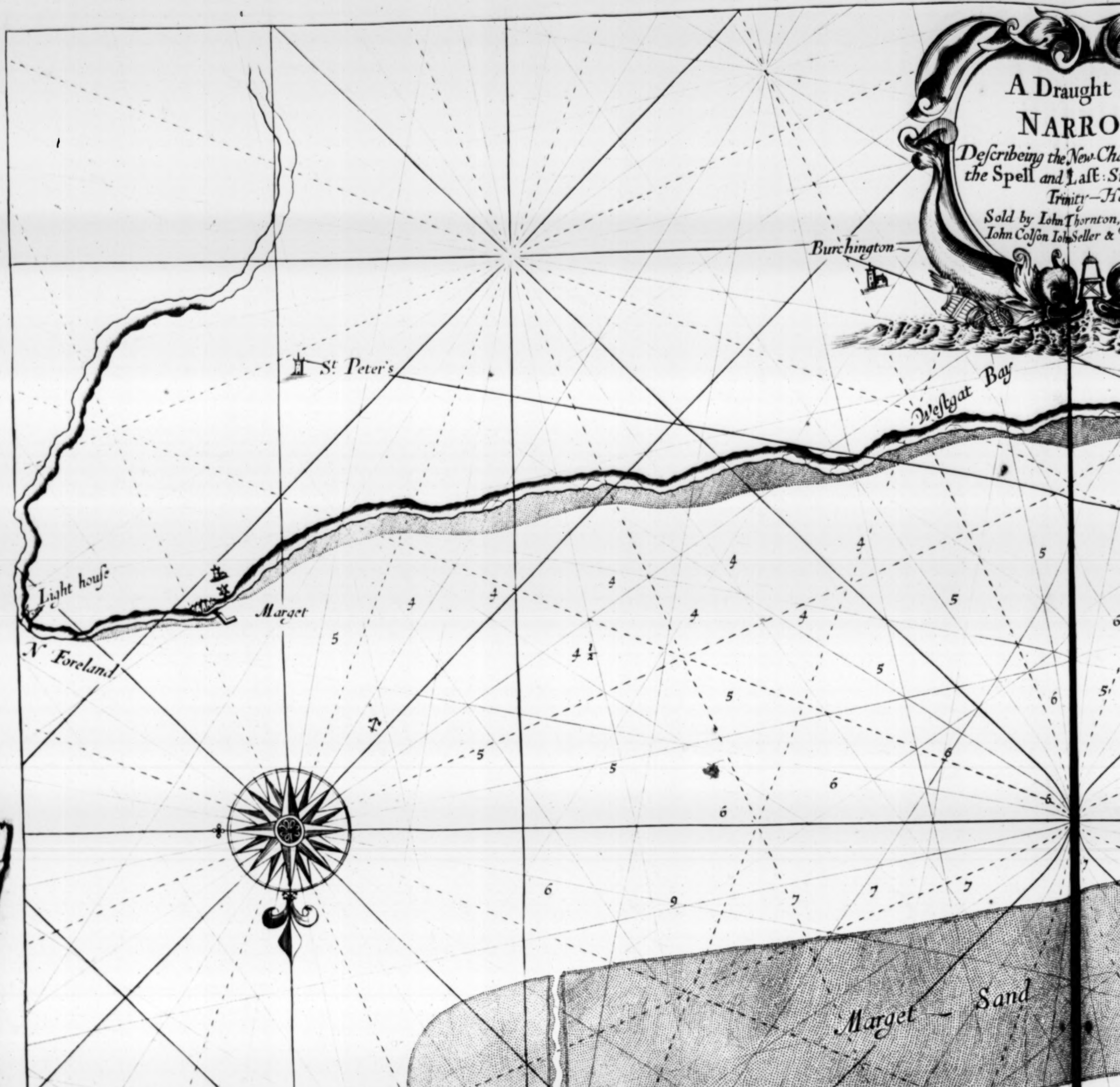
A Draught
NARRO
Deſcribeing the New Cha
the Spell and Laſt: S
Trinity–Ho
Sold by John Thornton,
John Colſon Joh Seller &
Burchington
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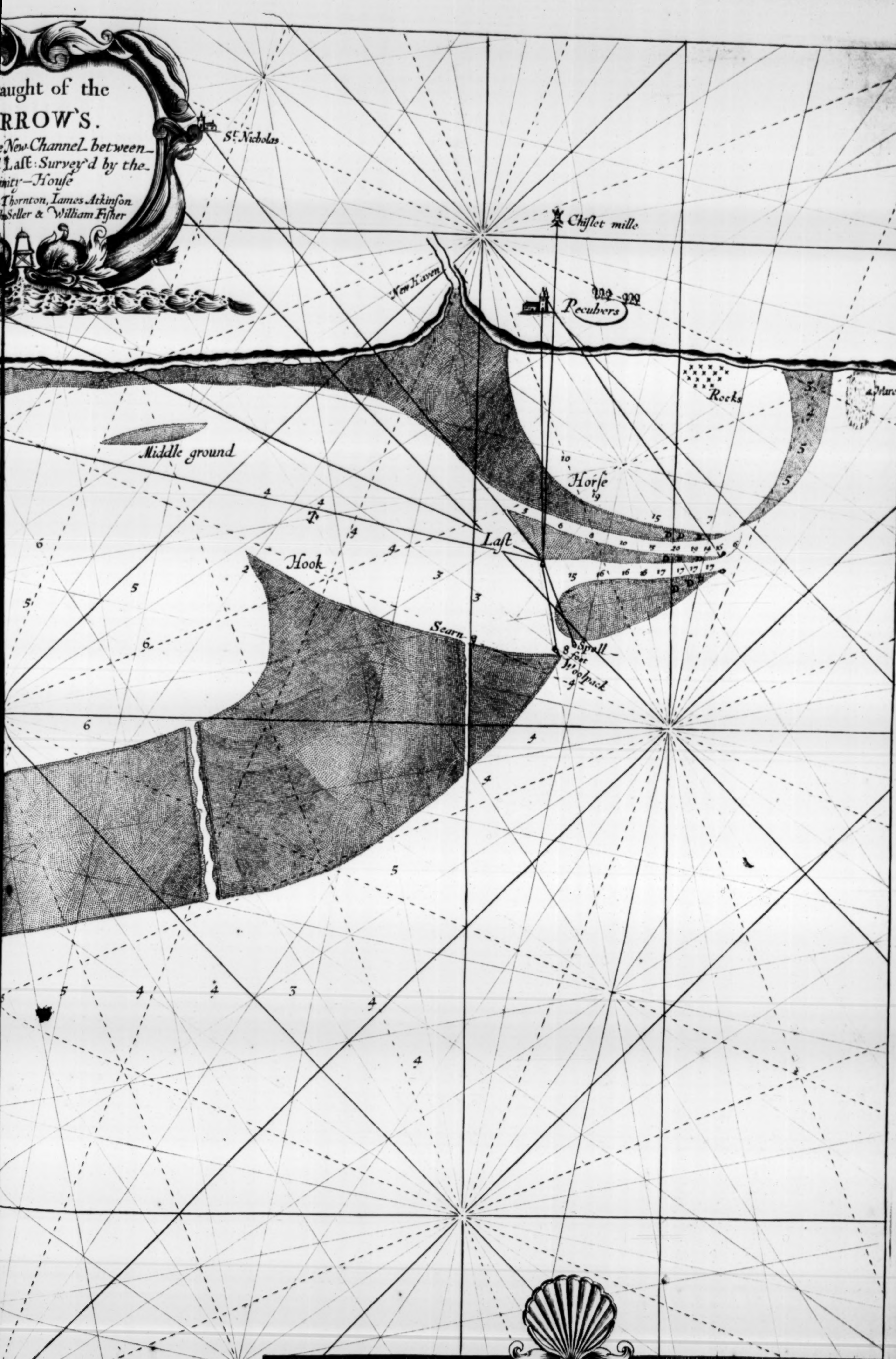
Weſtgat Bay
Light houſe
Marget
N. Foreland
Marget – Sand


aught of the
RROW'S.
e New Channel between
Last: Survey'd by the
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Thornton, James Atkinson
Seller & William Fisher
St. Nicholas
Chislet mille
New Haven
Recubers
Rocks
a Petare
Middle ground
Horse
Last
Hook
Searn
Spoll
foot
Woolpack
A Scale of English miles
1
2
3
4

BRITISH MUSEUM

North, half Weſterly from *Margret* Church; the greateſt part of it dries at low-water.

The Mark to go clear of the Eaſt-end, is to bring *Margret* Steeple and the Wind-Mill in one.

The depths you have alongſt this Sand, as you turn up or down, are at the Eaſt-end, and ſo upward, nine, eight, ſeven, ſix, and five fathom; the greateſt part of this Sand Ebbs dry at low-water.

Directions for going into Margret Peer.

If you would go into *Margret* Peer, coming from the Weſtward, you muſt be careful to ſhun a ledg of Rocks that lie off from *Margret* E. S. E. into the Sea, thwart the Mouth of the Peer, from the *Cliff* to the Weſtward; if therefore the Wind be Weſterly, you muſt be ſure before you looff over, to be clear of them; if the Wind be Eaſterly, then you may ſteer along by the Beacons on the Eaſt Rock.

If you be to turn up in the Night, between *Margret*-Sand and the Main, you will find by keeping of your Lead, two Middle Grounds; upon the Middle Ground next the Shore, you will have five fathom, and five and a half, and to the Southward of it ſix, ſeven, and eight fathom, as the Tide is high; without the inner Middle Ground, you will have eight, nine, and ten fathom, and again ſeven or eight fathom, and without that nine or ten; and when it comes to ſhoal again, you may be ſure it is on the Sand, within the inner Middle Ground. Middle Grounds. Theſe Middle Grounds reach up to the *Gore*, and the farther you come to the Weſtward, the ſhoaler, for they tail unto the Shore, and are there dry.

The Mark to Ride in Margret Road.

To Ride in *Margret* Road, bring the Mill and Steeple one in another, and Anchor as far off the Shore as you pleaſe. From *Margret* Town up to *Cliff-End*, above *Birchington*, ſpits of ſeveral Shoals, that muſt be taken care of in turning up and down, eſpecially at high-water; near *Margret* ſtand no nearer than ſix fathom, and from *Weſtgate* Bay upward than five fathom.

The Marks to go clear of all thoſe Spits of Sands below *Margret* Town, that run off the Shore on the North-ſide of the *Foreland*, is to keep the top of *Margret* Steeple open above the Land, and *Fairneſs* and *Whitneſs*, on the Eaſt-ſide of the *Foreland*.

Directions for ſailing from Margret-Road into the Downs.

From *Margret*, ſteer alongſt the Shore Eaſt, and E. by N. according as the Wind is; but come not nearer the Shore than ſeven or eight fathom, becauſe the Spit of *Fairneſs* lieth far off. But the keeping of *Margret* Church a Man's height above the Land, will carry you clear of it. When you have brought the South *Foreland*, and the Land of the *Downs* open, then if the Wind be Weſterly, you may ſteer to the Southward alongſt the Shore, in five, ſix, or ſeven fathom Water, according as the Tide is, or your draught of Water; for you ſhall find divers Banks and Overfals, where you will ſuddenly ſhoal a Fathom, and ſometimes more at one caſt, and then preſently deepen again. There is a Shoal, that lieth in the Chanel, of five fathom and a half, on which at low-water there is not above twenty foot; this lieth ſomwhat to the Weſtwards of *Broadſtairs* Peer, and to the Southward of *Broadſtairs*. There alſo lieth another in the Chanel, of four fathom and a half at low-water, whereon there is not above fourteen foot. Alſo to the Southward of that lieth another, right off a Green ſpot that appears in the upper part of the *Cliff*, on which there is not above ten foot at low-water; theſe you muſt be careful to ſhun. If there goeth a ſtrong Tide, they ſhew themſelves by the ripling of the Water, as other Overfals do; and where it is ſmootheſt, it's the deepeſt Water. When you are ſo far to the Southward, that you can ſee the red Tiled Houſe of *Ramſgate* open of the *Cliff*, then you are clear of thoſe Shoals.

Directions for ſailing through the Gulls.

The *Gulls* is a Chanel, that runs between the *Goodwin*-Sands and the *Breaks*, and therefore the Marks to carry you through the *Downs*, are theſe: You muſt keep St. *Margrets* Church going to the Northward, (which is near the South *Foreland*) to bear with a piece of Wall that is near the third *Cliff*, that is to the Northward of the South *Foreland*: Or elſe, to bring the Light-Houſe on the South *Foreland*, in the Southermoſt *Swamp*: Which Marks will carry you through the *Gulls*, either in or out, through the two Sands, where you will have eight, nine, or ten fathom Water; you may borrow on the *Brake* to ſeven fathom, but come no nearer to the *Bunt-Head*, than ten fathom. And between the *Bunt-Head*, and the North-Sand-Head, in eight fathom. Bunt-head

There is alſo another Chanel, called the *Inner-Chanel*, that is to go between the *Brake* and the *Querns*, where great Ships may paſs through at high-water, but not at any other time. This Chanel is above a mile broad, only at the South-end there lieth a ſmall Middle Ground near the *Brake*, on which is but ſeven foot at low-water; the Mark for it, is to bring St. *Margrets* Church a Ships length to the Southward of *Deal* Caſtle.

The thwart Mark, is to bring *Windsborough* Church a Ships length open to the Northward of *Sandwich* Steeple, and then are you to the Northward of this Middle Ground.

The leading Mark to carry you through, is to bring St. *Margrets* Church in the middle, between *Wamor* and *Deal* Caſtle (the Middle Ground excepted). For when you come near it, you muſt keep the Church as aforeſaid, or you may keep the Church between *Deal* and *Wamor* Caſtle, almoſt home to *Deal* Caſtle. If you bring the Church more than half way over towards *Wamor* Caſtle, you will be near the *Brake*, if not on it.

The Mark for the North-end of the *Querns*, is to bring St. *Lawrence* Steeple a Ships length to the Southward of the *Cliff*.

For the South-end of the *Querns*, bring the Mill near *Ramſgate*, to the Northward of the ſaid Peer.

The depth in the Chanel, is two fathom and a half, three and a half, and four fathom Water, and the nearer the *Brake* the deeper.

The Goodwin.

The *Goodwin* is a Sand that lieth before the *Downs*, and is from the Shore in ſome parts four miles, and in ſome five. The Southern half lies S.S.W. and N.N.E. rounding towards the South *Foreland*; the Northern part of it lies North and South, rounding on the Eaſt-ſide, and is in moſt places ſteep too; at the North-end there is indifferent good ſhoaling. The Sand by Storms and ſtrong Tides, alters every Year, is very broad, and dries a great part of it, but moſt to the North end.

Marks for the North Sand head Bunt head

The Marks to go clear of the *North-Sand-Head,* are to bring St. *Peter's* Steeple on *Broad ſtairs* Peer, (commonly called *Bradſtow* Peer) this Mark will direct you by it in five and ſix fathom, according to the Tide; and in the Night, bring the Light on the North *Foreland,* N. W. half Weſt.

Marks for the South Sand-head

The Mark for the *South-Sand Head,* is to bring the Steeple of *Ring-joul,* on the Village called *Kingsdown,* or the Light-Houſes on the South *Foreland,* together.

Bent-head

From this Sand, ſpits out againſt the *Brake* a Sand, called the *Bunt-Head,* which is very ſteep too, having eleven fathom cloſe to it: The North-end lieth off *Broad ſtairs* about ſix miles, and the South-end about three miles off the Shore. If you are coming from the Weſtward, keep *Folkſton* Land open of *Dover* Land, and it will carry you without the *South-Sand-Head.*

The Falls.

The *Falls* is a long narrow Sand, that lies S. by W. From the *Galloper,* about fifteen miles, it is fifteen miles in length, and lieth S. by W. and N. by E. The South-end lies about ſeven miles without the *Goodwin* Sand, and bears from the Light-Houſe on the South *Foreland* E. N. E. about fifteen miles. The North-end bears from St. *Peter's* Church on the North *Foreland,* E. N. E. about ſeventeen miles. The South-end is ſhoaleſt, where there is but twenty, and twenty one foot at low-water; this end hath a broad round flat Head, like the *Galloper,* where the Tide doth ripple and whelm very much; cloſe to it there is twenty fathom, ſome ſay they have been on it in fifteen foot Water; on the North part of it is four fathom and a half, five fathom, and five and a half; whether it alters or not, we cannot learn of any. The Ground is groſs Gravel, and the Soundings about it are very uneven, a mile within and without the North-end, there is 27 fathom, and ſteep too on both ſides; the ſoundings from the North *Foreland,* are 9, 10, 11, 12, 13, 14, 15, 16, 19, 22, 24, 27, 28, 24, 23, 22, 20, 11, 6 and a half; and on the North end, there is (as about the South-end) 15, 19, 20, 25, 28 fathom, without and within it.

The Vane, or Ripraps.

The *Vane,* or *Ripraps,* is a narrow Shoal, of four Leagues in length, lying N. N. E. and S. S. W. in the Fair-way between *Calice* and *Dover;* but ſomewhat nearer the *French-ſhore* than the *Engliſh,* the South part thereof trendeth away Southerly; the ſhoaleſt part of it is, when *Dover* bears North, and N. by W. from it, which is the Northermoſt end thereof; *Calice-Cliff* bears E. by N. from it. On this Shoal you will have but 11 Foot at low-water; on both ſides, either to the Eaſtward, or Weſtward, you will have 20, twenty two, twenty three, and twenty four fathom.

Dover-Road.

Downs.

If you come to an Anchor, the beſt Road is before *Dover* Caſtle, in ten fathom, where you will have clean Ground; and when you come into the *Downs,* from the Weſtward, you may run about to the South *Foreland,* within two Cables length of the Shore, and Anchor thwart of *Deal* Caſtle, in 7 or 8 fathom, or where you pleaſe.

Shoals betwixt Dover and the Rip-raps.

There are alſo ſome other ſhoals, that lie betwixt the *Ripraps* and *Dover, viz.* Two Leagues and a half S. by W. from the South *Foreland,* lieth a Shoal, whereon there is but three fathom and a half, but on either ſide you will have 24 fathom.

Between it and the *Foreland,* lieth another ſhoal, four miles from the Shore, whereon there is but four fathom and a half, and without it you will have 20 fathom, and within 22 fathom.

Alſo to the Weſtward of theſe, S. by W. half Weſt ſeven miles from *Dover,* lieth another ſmall ſhoal, but not dangerous.

What Moon maketh high-Water in theſe Places.

At *London,* a S. W. Moon maketh high-water.
At *Graveſend,* a S. S. W. Moon.
At the *Gore-End,* a S. by E. Moon.
At the North *Foreland,* a South Moon.
In the *Downs,* a S. S. E. Moon maketh high-water.

Of the ſetting of the Tides alongſt this Coaſt.

From the North *Foreland* the Flood ſetteth to the *Reculvers,* and alſo over the *Flats,* W. S. W. and W. by S.

Without about the *Goodwin,* towards the *Kentiſh-Knock,* the Flood ſetteth N. by W. and N. N. W.

There runneth alſo a Flood againſt it from the Northward, and meet one another by the *Golloper,* with a great noiſe and ripling of the Water.

Courſes and Diſtances.

From *Tilbury Hope,* to the *Buoy* of the *Nower,* the Courſe is E. by S. twelve miles and a half.

From the *Buoy* of the *Nower,* to the *Buoy* of the *Red-Sand,* Eaſt, nine miles.

From the *Buoy* of the *Red-Sand,* to the *Gore-End,* S. W. half Weſterly, 11 miles.

From the *Gore-End,* to the North *Foreland,* E. by N. three Leagues.

From the North *Foreland,* to the South *Foreland,* South, half Weſterly, ſix Leagues.

From the South *Foreland,* to *Calice Cliſt,* S. E. 7 or 8 Leagues.

CHAP. XII.

Deſcribing the Coaſts of England, *from* Dover *to the Iſle of* Wight.

Directions for Dover Road, from thence to Dongioneſs, and ſo to Beachy.

Dover-Road. THe Marks to Ride in *Dover-Road*, is to bring the *White-way* to the N. W. of *Dover* Caſtle right over the Hill, (the lower end that comes from *Dover* Caſtle) or between the Hill and St. *James* his Church, which is a ſquare Steeple at the North-end of *Dover* Town; you may Anchor in what depth you pleaſe, from 7 to 14 fathom.

Folkſton. Thwart of *Folkſton*, in 12 or 14 fathom, you will find very good Ground to Anchor in, for a S. W. Wind, in 8 or 9 fathom; but if you ſet ſail having the Wind on Shore, come not near the *Neſs*, for there lieth a Bank within the Point of the *Neſs*, that hath but 14 foot Water on it, being very dangerous. Likewiſe to the Weſtward of the *Neſs*, lieth a Bank alongſt the Chanel, that hath not three fathom and a half on it at low-water, but within you will have ſeven fathom.

Dungeneſs. Likewiſe there is another Spit runs off from the middle of the *Neſs*, S. S. E. being dangerous for a Ship of great burthen: If you come from the Weſtward, you may borrow to the *Neſs*, with a Northerly Wind, into 8 or 9 fathom.

And whether you are bound, either to the Eaſtward, or Weſtward, with a Ship of great Draught, be not covetous of keeping cloſe the Shore; between *Fairlee* and *Beachy*, thwart of *Pemſey* Caſtle, there lieth Rocks and Overfals, whereon there is 14 foot at low-water.

From South *Foreland*, to *Dongeneſs*, the Courſe is S. W. by W. diſtant ſix Leagues.

At the Eaſt-ſide of the *Neſs*, is *Runney* Bay, thwart of *Rumney* Tower is a good Road for Weſt, and S. W. Winds.

Anchor-Ground. For to Anchor there, run ſo far into the Bay until the Point of the *Neſs* bear South, and S. by W. from you, there Anchor in 7 or 8 fathom: You may alſo Anchor on the Weſt-ſide of the *Neſs*, with a N. E. Wind, and then the Point will bear E. by N. from you.

Dongeneſs is a low Point, on which ſtandeth a Light-Houſe.

To ſail into the Camber of Rye.

Rye. To ſail into the *Camber* of *Rye*, coming from the Weſtward, you muſt keep *Beachy* without the Point of *Fairlee*, and ſo run within two Cables length of the *Neſs* Point, then edge up to the Weſtward, and leave the Beacons on the Starboard ſide, until you come before *Camber* Caſtle, that ſtandeth upon the Souther *Shindle*; there you may Anchor in four or five fathom. From thence to the Town of *Rye*, the Shore is all ſet with Beacons, that ſtands alongſt the Eaſt *Shindle* unto the *Daries*, which at low-water fall dry. In ſailing into *Rye*, you muſt leave all the Beacons on the Starboard ſide, and run indifferent cloſe alongſt by them.

Beachy. From *Dungeneſs* to *Beachy*, the Courſe is W. S. W. diſtant nine Leagues; *Beachy* lies by ſeven white Cliffs, which is eaſie to be known. To the Eaſtward of *Beachy*, you may Anchor with Weſterly Winds, in ſix or ſeven fathom; ſo that the Point bears South, and S. by W. from you.

To the Weſtward of *Beachy*, thwart the Weſt end of the ſeven Cliffs, right againſt the *Shindle* (where you may run alongſt it into *Cookmore Haven*) you may Anchor in 7, 8, or 9 fathom.

From *Beachy* Point lieth a little Shoal, upon which there is at low-water and Spring-Tides, ſcarce two fathom.

To ſail into Cookmore-Haven, and New-Haven.

Cookmore-Haven. At the Weſt-end of the ſeven Cliffs, lieth *Cookmore*-Haven, and to the Weſtward of that lieth *New-Haven*; *Cookmore* is ſaid to be the beſt, and moſt commodious of the two: It lieth in N. W. by W. having therein with a common Tide ſeven foot, and with a Spring-Tide 14 or 15 foot Water. The Ships within lie dry every Tide, but without the Town they lie afloat; the Veſſels that lie there, moor with four Cables, two on each ſide. At the going in, the depth is uncertain: When it blows a Storm out of the Sea, the Harbour is barr'd up with a *Shingle*, and opened again with a freſh ſhoot.

New-Haven. *New Haven* is much like in all reſpects to this, and is ſubject to the like Inconveniences, and falleth dry, and therefore convenient for none but ſmall Veſſels.

Shorum is a Tide Haven, where there is at high-water, and Spring-Tides, 18 foot, at low-water not above three foot, and twelve foot at high; and three at low-water, with common Tides.

Shorum. The Town of *Shorum* lieth almoſt a mile within the Haven; Veſſels that draw but eight or nine foot, can lie a-float a little below the Town at low-water, or elſe they lie dry every where. When you come from the Eaſtward, either from *Beachy*, or *New-Haven*, along by the Shore, you may ſee the Haven open before you come thwart of it, but coming from the Weſtward, you ſhall not, becauſe the Weſt-point lieth ſomewhat farther out than the Eaſt-point; from the Weſt point runneth off a little Tail, but at high-water you may run in over it, otherwiſe you muſt run in by the Eaſt-ſhore. Upon the Eaſt-point ſtand two Beacons, which you bring in one, and ſo run in right with them, until you come by the North-ſhore, and ſo run alongſt by it.

To ſail into Arundel.

Arundel. About ſix Leagues to the Weſtward of *New-Haven*, lieth *Arundel*, which is alſo a Tide-Haven, where a Ship may go in at half-Flood; you muſt go in there by the Weſt-Land, and lie in N. E. In the entrance it's two fathom, and between the Lands three fathom, at high-water, but within the Haven at low-water, there is four and five fathom; there Anchor before the Town. Between *Seaford* and *Arundel* you will find very good ſhoalings, eſpecially as far as *Shorum*, you may ſtand to the Shore in ſeven or eight fathom, and good Ground to Anchor, if occaſion doth require; but to the Weſtward of that, is a Flat off the Shore, where you will not have above ſix or ſeven fathom a League or two off the Shore.

Eaſtborough-Head.

South from *Arundel*, ſix or ſeven miles, lieth a Bank, called *Eaſtborough-Head*, which is dry at low-Water, and Spring-Tides, near a Furlong in length.

To avoid this danger, If from *Shorum* you are bound to the Southward, run S. S. W. until you get into 18 fathom, and then you may boldly ſteer W. S. W. and that Courſe will lead you without the *Owers*; cloſe by this ſhoal, you ſhall have 15 fathom Water.

Owers.

From this to the *Owers*, its near two Leagues, W.S. W. come no nearer than 12 or 14 fathom of them, and that depth will carry you without the *Owers*.

Between *Eaſtborough-Head* and the *Owers*, there lieth a Ledg of Rocks, on which there is not above ſix foot, this lies N. W. half a League from *Eaſtborough-Head*.

Marks.

The thwart Marks for the *Owers*, is *Chicheſter*-Spire Steeple, bearing N. N. W. from you, you being on the outer ſide of the *Owers*.

Dunneſs.

For a longſt Mark, the Point of *Dunneſs* bearing W. by S. half Southerly, *Dunneſs* W. S W. is right upon them.

To avoid the danger hereof, coming from the Eaſtward with a Northerly Wind, be ſure keep not in leſs than 18 fathom.

And coming from the Weſtward, you muſt come no nearer than E. by N. keeping your ſelf in the depth aforeſaid: Many have been deceived coming from *Dunneſs*, who have ſteered E. by N. and E. N. E. not regarding that the latter part of the Flood ſets into the Iſle of *Wight*, which have brought them on the *Owers* unexpectedly; if you are well acquainted with the *Owers*, you may ſail to the Northward of them, between them and the Main.

Chicheſter.

Betwixt the *Owers* and *Portſmouth*, goeth in a great Sound, or Haven, wherein lieth the Town of *Chicheſter*.

To ſail into Portſmouth.

If you go into *Portſmouth*, you muſt ſail within a Stones caſt of the *Beach*, and keep the White Path open to the Northward of the Caſtle, going ſo near the *Beach* on your Starboard ſide, as that the Old Church on *Goſper* ſide, may enter on the Point, and ſo it carries you clear of the ſhoals that lie on the Starboard ſide, going in a little within the Gibbet.

To ſail within the Iſle of Wight, coming from the Eaſtward.

If you turn in at the Eaſtermoſt end of the Iſland to go into the Chanel, betwixt *No Mans-Land* and the Main, you muſt keep *Gilkecker* Tower in the middle of *Cockwood*, (that is your leading Mark); but if you turn in, you may open it to either end of the Wood, not opening it on either ſide too much. You may ſtand over to the Main in 7 or 8 fathom, and then about; you muſt not ſtand longer toward either Shore, for it's ſteep too, and from 8 or 9 fathom, the next caſt you may be on Ground.

A Shoal.

From St. *Hellens* Point, being the Eaſtermoſt Point of the Iſle of *Wight*, runneth off a ſhoal E. N. E. two miles into the Sea, when the *Culver* Cliff is hid behind the N. E. Point of the Iſland, then are you within this Shoal, come no nearer it than 7 or 8 fathom.

Horſe.

Within this Shoal in the Fair-way, between the Iſland and the Main, lieth another Shoal, called the *Horſe*.

Marks.

The Marks for it are theſe, When *South-Sea* Caſtle, and a ſquare Steeple within the Land, are both in one, then are you thwart of it.

The Marks to go clear of it, Is to keep *Portſmouth* Caſtle on the Weſt ſide of the Wood; and this Mark will carry you between the *Horſe* and the Main. On it at low-water you will have but ten foot, and about it is good ſhoaling; come therefore no nearer than five or ſix fathom.

When St. *Hellens* Church beareth S. W. by W. from you, then the S. E. end of the *Horſe* bears N. E. by N, and the Weſt-end N. by E. from you.

To ſail to the Weſtward from St. Hellens.

No-Mans-Land.

Keep no nearer the Shore than that you can ſee the Wind-Mills, which ſtand on the high Land of the *Wight* open above the ſaid Land, leſt you come on that broad Sand, called *No-Mans-Land*, which lieth from the Point of *Newport* Road, Eaſtward, alongſt the Shore, which falleth dry at low-water, and cloſe aboard of it you will have 12 fathom: When the Town of *Ryde* and the Wind-Mill, which ſtandeth S. S.W. from it, are both in one, then are you thwart the middle of it; if you come ſo near the Shore, that the Wind-Mills be hid with the Land above them, then will you be near, if not aground; but as long as you keep them open over the Land, you need not fear.

Brambles.

Cowes-Road is the beſt Harbour within the Iſle of *Wight*; betwixt it and *Calſhot* Caſtle, lieth a hard ſhoal in the Fair-way, but neareſt the Main, called the *Brambles*, and reacheth thwart of *Newport*. At low-water and Spring-Tides, it falleth almoſt dry, then you may know it by the ripling and breaking of the Sea on it; to avoid which, keep cloſe to the Iſland, until you come into *Cowes*-Road.

To ſail into Stoaks Bay.

Stoaks Bay.

If you go into *Stoaks* Bay, you muſt leave *South-Sea* Caſtle on *Hyant* Wood, (or the Wood N. E. of *Porſmouth*) and then ſteer in with the old Caſtle that is to the Eaſtward of *Stoaks* Bay, keeping it ſomewhat on the Starboard ſide, and ſo bear in till you bring the Wind-Mill on *Porch-Down*, half a ſails breath to the Weſtward of the white Cliff, and ſo you may Anchor in the beſt of the Bay, in ſeven or eight fathom; you may alſo go up to *Cowes*. If you ſteer with it, keep the Iſland ſide, and Anchor with the Caſtle S.W. from you, a quarter of a mile from the Shore: Alſo you may ſteer down W. S. W. with *Yarmouth* Fort, and Anchor S. S. W. from it half a mile off the Shore, in ſeven fathom; the deepeſt Water between *Cowes* and *Stoaks* Bay, is 15 or 16 fathom, and between *Cowes* and *Hurſt* Caſtle 15 and 18 fathom.

Cowes-Road.

Yarmouth Road.

Hurſt Caſtle.

Alſo you may Anchor with *Hurſt* Caſtle S. W. by W. half a mile from the Shore in 8 or 9 fathom, or W. S. W. it being all good Ground.

What Moon maketh full Sea in theſe Places.

Between *Dover* and *Dungeneſs*, and likewiſe thwart of the *Neſs*, a S. S. W. Moon maketh full Sea.

In the Chanel of *Winchelſey*, a S. by E. Moon.

At *Beacby* by the Shore, a S. S. E. Moon.

In the Fair-way thwart of it, a South Moon.

In the *Offing*, from the South to the North *Foreland*, it runneth half Tide.

From

Erom the South *Foreland* to ***Dungeneſs***, it runneth half-Tide, and half quarter Tide.

From the *Neſs* to *Fairlee*, it runneth half-Tide.

And from *Fairlee* to ***Beachy***, one quarter Tide under another.

The ſetting of the Tides in theſe Places.

From ***Dungeneſs*** to ***Dover***, the Flood ſets N.E.by E. and the Ebb S. W. by W.

From *Beachy* to the *Neſs*, E. N. E. and W. S. W.

At *Beachy* by the Shore, before the ſeven Cliffs, the Flood ſetteth E. by S. and the Ebb W. by N.

From the *Wight* to ***Beachy***, E. by N. and W. by S.

The Depths and Soundings thwart the Chanel.

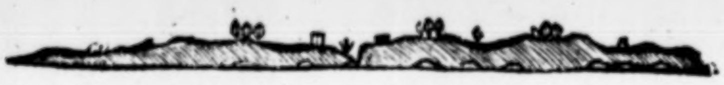
Between *Winchelſey* and *Picardy*, in the midſt of the Chanel, it's 26 and 27 fathom deep, and in ſuch Depth you may ſee *Fairlee*, and the South *Foreland*.

Without ***Beachy***, thwart of the ſeven Cliffs, it's 28 and 30 fathom deep.

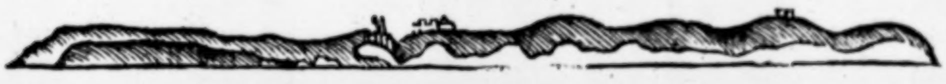
Courſes and Diſtances from one Place to another.

From ***Dover*** to ***Dungeneſs***, S. W. by W.	6 leagues.
From the *Neſs* to *Fairlee*, W.S.W.	3 leagues.
From *Fairlee* to ***Beachy***, W. S. W.	5 leagues.
From *Beachy* to the *Owers*, W. by S.	13 leagues.
From thwart of the *Owers*, in 12 fathom, to ***Dunneſs***, the South-point of the *Wight*, W.S.W.	5 leagues.
From *Beachy* to ***Blackneſs***, Eaſt,	20 leagues.
From *Beachy* to *Struyſaert*, South,	26 leagues.
From *Beachy* to the *Caskets*, S. W. by W.	37 leagues.

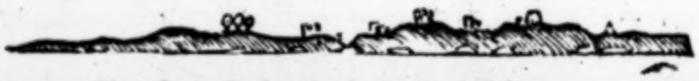
How theſe Lands do ſhew themſelves at Sea.



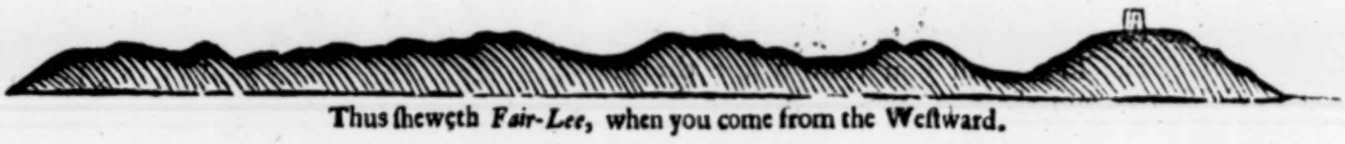
When you go from the *Downs* to the South *Foreland*, the Land ſheweth thus.



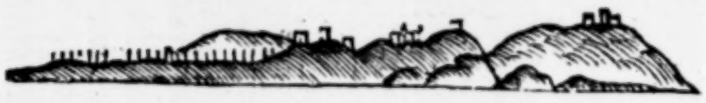
Thus ſheweth *Dover*, when you ſail to the Weſtwards of the *Vane*, or *Ripraps*.



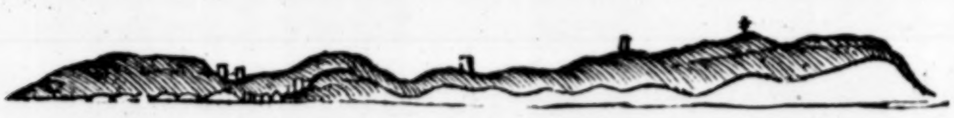
Thus ſheweth the North *Foreland*, when you ſail towards the *Downs*.



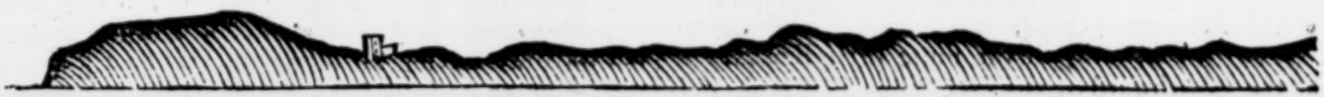
Thus ſheweth *Fair-Lee*, when you come from the Weſtward.



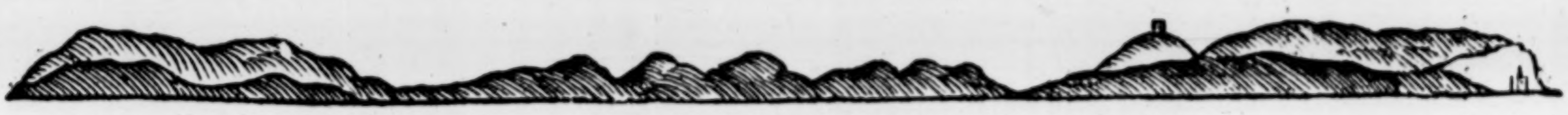
Thus ſheweth *Fair-Lee*, when you ſail by it about four Leagues from the Land.



Thus ſheweth *Beachy* and the ſeven Cliffs, coming from the Weſtward.



Thus ſheweth *Beachy* coming from the Weſtward.



Thus ſheweth the Iſle of *Wight*, when you ſail alongſt by it, being 3 or 4 Leagues to Seaward of the Land.

CHAP. XIII.

Deſcribing the Coaſt of England, *from the Iſle of* Wight *to* Portland.

To ſail out at the Needles.

If you are bound out at the *Needles*, your Courſe from *Hurſt* Caſtle is S. W. by S. There are Rocks on the Iſland ſide, in the midway between the Caſtle and the *Needles*, called the *Wardens*; in going in or out, you muſt obſerve, the Flood ſetteth on the *Needles* and the Ebb ſetteth on the *Swinge Hills*, and *Chalk-Rocks*; the leaſt Water is four fathom and a half, and that is when the *Needles* are in one: If you go out on the Ebb, you muſt ſtand off South, or S. by W.

To ſail in at the Needles.

If you ſail in at the Weſt-end of the *Wight*, you muſt run right in with the *Needles*, which are high ſharp Rocks lying at the Weſt-end of the Iſland, and ſail within a Cables length of them, leaving them on the Starboard ſide, and the *Swinge-Hills* on the Larboard ſide; when you are within them, as you run up to *Hurſt* Caſtle, edge towards the Main, to avoid the *Wardens*, which lie by the Iſland under Water; the depth between the *Needles* and the Caſtle, 7, 8, 9, 10, 11, and 12 fathom. Being within the Caſtle, it is very broad, leave therefore two third parts of the Chanel on the Larboard ſide, and ſo ſail till you come before the Town of *Newton*, and there Anchor in 9 or 10 fathom. Or elſe you may ſail about the Point of *Cowes*, and Anchor there before the Haven, or River of *Newport*, in 10 or 12 fathom.

Newport Haven lieth from *Hurſt* Caſtle N. E. by E. and E. N. E. about two or three Leagues.

To ſail into Sunwich, and Studland Bay.

S. Albons, or Peveral Point.

From the *Needles* W. by S. 3 Leagues, lieth the Point of St. *Albons* Land, called *Peveral* Point; and from it to the Eaſtward, lie off ſome little Rocks.

Sunwich Bay.

To the Northward of the ſaid Point is a Bay, called *Sunwich*-Bay, being a good Road for them that are bound to the Weſtward: If you would go in there, coming from the Weſtward, you may take the Soundings of St. *Albons* Land, and run by the Point in four or five fathom, at half-Flood, and you will go clear of the Rocks, which lie off the Point. Being gotten about, edge by it to the Weſtward towards *Sunwich*: In the Bay, a little to the Northward of *Sunwich*, lieth a round Hommock, and thwart of it, ſomewhat within the Land, ſtandeth a Mill, bring that Mill on the South-ſide of the round Hommock, and ſail in till you come into four or three fathom Water, and Anchor in what depth you pleaſe, it being a good Harbour in S. W. Winds.

Handfaſt Point. Studland.

A League N. by E. from the foreſaid Point, and Weſt from the *Needles* lieth another Point, called *Handfaſt* Point; and to the Northward of it lieth a little Town, called *Studland*; before it is alſo a good Road. Upon the outermoſt part of that Point, is a hole through the Land, where you may ſee through; a little without which Point, ſtandeth a high ſteep Rock, almoſt like the *Needles*.

Marks to Ride in Studland Bay.

To Ride before *Studland*, you muſt ſail about the ſecond Point, which hath the hole in it, in four and five fathom, and ſail in W. N. W. towards *Studland*; a little to the Southward of it lieth a Valley, bring that to bear W. S. W. from you, and ſail towards the Shore, till you come into four and three fathom and a half, which is the beſt of the Road, from whence you may ſee the foreſaid Hole in the Point.

Directions to ſail into Pool.

A League to the Northward of the foreſaid Point lieth the Harbour of *Pool*; to ſail in there, coming about *Handfaſt* Point, you muſt ſteer N. W. ſomewhat Northerly, then may you perceive right a-head, a high broad Hill, which ſtandeth higher than any other Land thereabout; keep that between the two Points of Land aforeſaid, and ſo run right in with it. But if you turn in, then ſpare not your Lead, and run not further over to the Weſtward, then that the flat Hill come juſt with the Weſt-point; and when it beginneth to touch, you muſt about, or elſe you will preſently be a-ground; and when you are about, run no farther to the Eaſtward, than that the foreſaid Hill come even with the Eaſt-Sand-Hill, which is a high gray ſharp Sandy-Hill, lying on the Eaſt-ſide. If you keep the foreſaid Marks after this manner, you ſhall have at half-Flood, water enough.

There is at low-water, 10 and 11 foot Water on the Bar: For you muſt note, that this is a Barred place, and it floweth not above five or ſix foot up and down. It floweth here twice in one Tide: a S. E. Moon maketh here full Sea; alſo a S. by E. Moon maketh high-water; which cometh to paſs by reaſon of the Ebb that cometh out of the *Wight*. And when you have gotten within the Bar, ſail N. N. E. and keep the Beacons that ſtand on the Eaſt part of the Chanel, on your Starboard ſide, and run indifferent cloſe along by them; the Shores are on both ſides ſteep, and the Chanel is but narrow, having all along on the Eaſt-ſide Booms plac'd on the edge of the Chanel, for Marks to ſail both up and down; but Strangers always take a Pilot in *Studland* Bay.

Directions for Portland; and ſailing into Waymouth.

From the Weſt-end of the *Wight*, to the Point of *Portland*, the Courſe is W. S. W. 11 Leagues, but from *Dunneſs* W. by S. 13 Leagues.

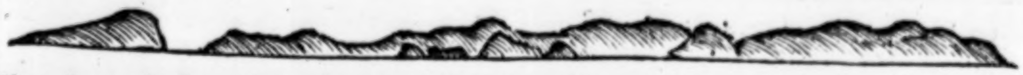
If you would ride in *Portland* Road, coming from the Weſtward, come within a Muſquet-ſhot about by the Point of *Portland*, and being come about the ſecond Point whereon the Caſtle ſtandeth, edge up to the Weſtward, till you come before the Caſtle, and Anchor there in 7, 8 9, 10, or 11 fathom Water, ſo that the Point of *Portland* may bear S. by E. and S.S.E. from you, there you lie Landlockt for Southerly Winds, but with a S. W. and S. S. W. Wind, you may be very mindful of the terrible ripling of the

Race of *Portland*, which beginneth a little to the Weſtward of *Portland*, and endeth a little to the Weſtward of St. *Albons*; the Ground in the Race is very uneven, and in ſome places ſhoal to 7 fathom, then 10, and then 15 fathom.

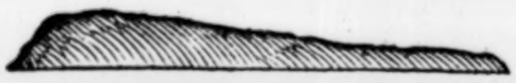
Waymouth. About a League to the Northward of *Portland* Road, lieth the Town of *Waymouth*, which alſo is a Tide-Harbour: The going in thereof, is to keep neareſt the North-ſhore; when gotten about the Point, called the *North*, in the Chanel you will have about four or five fathom Water, but keep not too near the other ſide, for there it is the ſhoaleſt Water.

From the end of the Town of *Melcomb*, which lieth on your Starboard ſide going in, is a Mould or Peer, of Stone ſtrongly built, on the end whereof ſtandeth a Fort, or Battery; and at the upper end of the Town is a wooden Bridg, which leadeth to the Town of *Waymouth*, which two Towns lie oppoſite againſt each other, and the Ships lie by the Keys on both ſides, but without in the Road, you will have about four or five fathom Water, and at the Keys, they are aground every Tide.

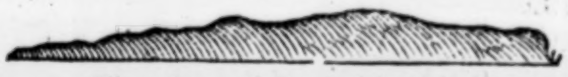
Portland.



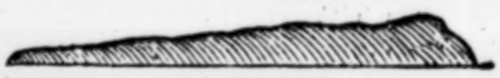
Thus ſheweth *Portland*, when St. *Albons* Land is to the Eaſtward of it, when you ſail by it, being to the Eaſtward of *Portland*.



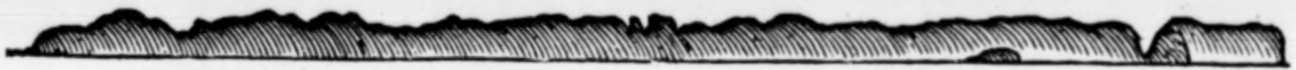
Thus ſheweth *Portland*, when you come from the Weſtward.



Thus ſheweth *Portland*, when it bears N. by W. from you 6 Leagues off.



Thus ſheweth *Portland*, when you come from the Eaſtwards.



Thus ſheweth the Land to the Weſtward of *Portland*, when you ſail alongſt by it.

What Moon maketh a high-Water at any of theſe Places.

At the 7 *Cliffs*, a S. E. Moon.
In the *Camber* of *Rye*, a S. by E. Moon.
At *Camber-Neſs*, a S. E. by S. Moon.
In *Camber-Neſs* Road, a S. S. E. Moon.
Thwart of the Iſland, and before *Dunnoſs*, a S. by E. Moon.
At St. *Hellens*, and the *Cowes*, a S. S. E. Moon.
At *Hampton* Key, a South Moon.
Within the *Needles*, a S. E. by S. Moon.
Before the Harbour of *Pool*, a S. E. Moon.
Alſo a S. by E. Moon maketh high-water.
Thwart of *Portland* in the Chanel, a S. S. E. Moon.

Of the ſetting of the Tides alongſt this Coaſt.

From *Portland* to the Iſle of *Wight*, the Flood runneth E. by N. and the Ebb W. by S.

Of the Soundings, and Nature of the Ground.

Without *Beachy*, thwart of the 7 *Cliffs*, you will have 28 and 30 fathom.

In the *Offing*, thwart the Iſle of *Wight*, is 38 fathom, and in ſuch depths you will ſee the Land.

In the Chanel betwixt *Portland* and the *Caskets*, it is 40 fathom deep, and in fair Weather you may ſee (in that depth) the Land on both ſides; the nearer *England* the ſhoaler, and the nearer the *Caskets* the deeper.

Off *Dunnoſs*, four Leagues from the Land, you will have 22 fathom, and mixt Soundings, with dimps in the Lead, after Gravel Sand.

Within a mile of the *Owers*, you will have 14 fathom.

On the Coaſt of *France*, you will have 30 fathom.

So high up, as between the *Downs* and *Beachy*, 24 fathom.

Courſes and Diſtances.

From *Dunnoſs* to the *Needles*, W. by N. and W.N.W. 4 leagues.
From the *Needles* to *Peveral* Point, W. by S. 3 leagues.
From the *Needles* to *Portland*, W. by S. and W. S. W. 11 leagues.
From the *Wight* to *Diep*, E. S. E. 36 leagues.
From *Dunnoſs* to *Struyſaert*, S. E. Southerly, 29 leag.
From the *Wight* to the *Caskets*, S. W. by S. 20 leagues.
From *Portland* to *Sainhead*, S. E. by E. 40 leagues.
From *Portland* to the *Caskets*, S. by E. 15 leagues.

CHAP. XIV.

Being a Deſcription of the Coaſt of England, *from* Portland *to the* Lizard.

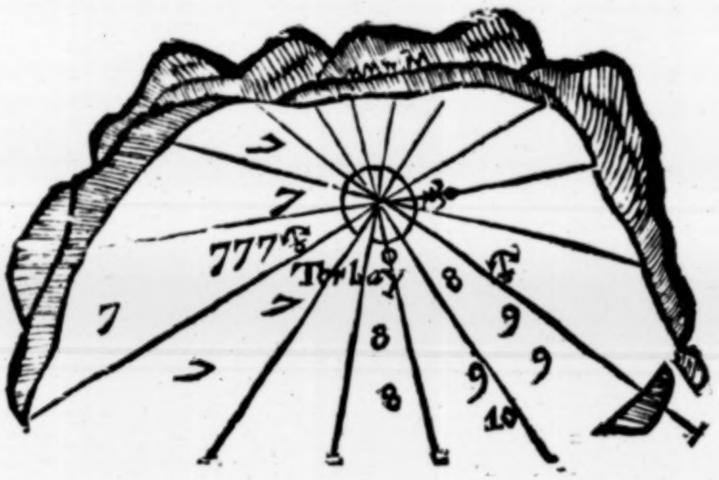
FRom *Portland* to **Exmouth**, the Courſe is W. N. W. 13 Leagues: Betwixt them lieth a little Iſland, cloſe by the Land, before the Haven of *Lime*, and is called *Lime-Cob*.

Lime-Cob. Exmouth. Before *Exmouth*, you may Ride at the South-end of the *Beach*, which lieth before the Haven, in 7 or 8 fathom, ſo that the Rocks of *Tomans-Stones* do bear South, and S. by E. from you; there you will have good Ground, and lie Landlockt in Southerly Winds.

Five Leagues S. by W. from *Exmouth*, lieth *Torbay*, which lieth from *Portland*, Weſt, 13 Leagues.

Torbay. For to go into *Torbay*, you muſt bring the Weſt-point, or the *Berry*, S. by E. or S. S. E. from you, and Anchor there in 7 or 8 fathom; there you lie Landlockt for South, and S. W. Winds.

Torbay.



Tormoune. At the N. E. ſide of this Bay, is alſo a Tide-Haven, called *Tormoune*; before it is good Anchor-ground in four or five fathom.

To ſail into Dartmouth.

Dartmouth. Three Leagues to the Weſtward of *Torbay*, lieth the Haven of *Dartmouth*, which hath a narrow entrance going in betwixt two high Lands; upon each ſide of the Haven ſtandeth a little Caſtle, on the Weſt-ſide on the high Land is a Church, called St. *Patricks*.

For to ſail in, coming from the Weſtward, you muſt run in alongſt by the Weſter-Land, ſo far to the Eaſtward, until you bring the Key of the Town (on the Eaſt-ſide of the Haven) in the midſt of the entry of the Haven, and ſo ſail in the mid Chanel: Alſo you muſt be ready with your Boat, if a Guſt of Wind ſhould come down from the high Land, for to Row in; and being come in, edge over to the Weſt-ſide before the Brew-Houſe, and there Anchor in 10 or 12 fathom, or before the Town [illegible] the Eaſt-ſide, where you pleaſe.

Sunken Rock. At the Eaſt-ſide lieth a ſunken Rock, the Marks to avoid it are theſe: Steer in with St. *Patricks* Church, and bring not the Village which ſtandeth on the Weſt-ſide of the Harbour, without the ſaid Church, but keep the outer Houſe of the ſaid Village, on the Eaſt-ſide of the Chappel, and always in ſight without the Bulwark on the North-ſide by St. *Patricks* Church, and you need not fear the Rock.

Betwixt **Dartmouth** and the **Start**, neareſt to **Dartmouth**, ſtandeth a white Spire Steeple, called **Tackman**, which is a very good Mark to know **Dartmouth** by.

The ***Start*** lieth from **Dartmouth** S. W. about 3 or 4 Leagues; under the Point of the ***Start***, at the Eaſt-ſide, is a good Road for Weſterly Winds, betwixt the Point and a Church that ſtandeth on the high Land, in 10 and 11 fathom, ſo that the Point bear S. W. from you. Start.

A little to the Eaſtward of the Weſtermoſt Point of the *Start*, lieth a Haven called *Salcomb*, when you come from the Weſtward, it ſheweth it ſelf open. The Weſt-ſide of it is ragged, and the Eaſt-ſide goes ſloping down: Cloſe to the Weſt-point lieth a range of Rocks, therefore you muſt give a good Birth, and leave the Rocks on your Larboard ſide, you may ſee them break, that you need not to fear; and being within, the Shores on both ſides are bold. Salcomb.

Upon the Bar, there remaineth at low-water and Spring-Tides, not leſs than 11 foot, but within it's at leaſt three fathom.

To ſail into Plymouth.

Seven Leagues to the Weſtward of the *Start*, lieth *Plymouth*-Sound; at the outermoſt Eaſt-point of the Sound, lieth a high round Rock, called the ***Mewſtone***: Between which and *Ramſhead*, lieth the Sound, N. N. E. being round and deep. Plymouth Mewſtone.

A little to the Northward of the *Ramſhead*, is a fair Sandy Bay, called *Couſham*, where you may Anchor cloſe under the Land in 9 or 10 fathom. Ramſhead Couſham.

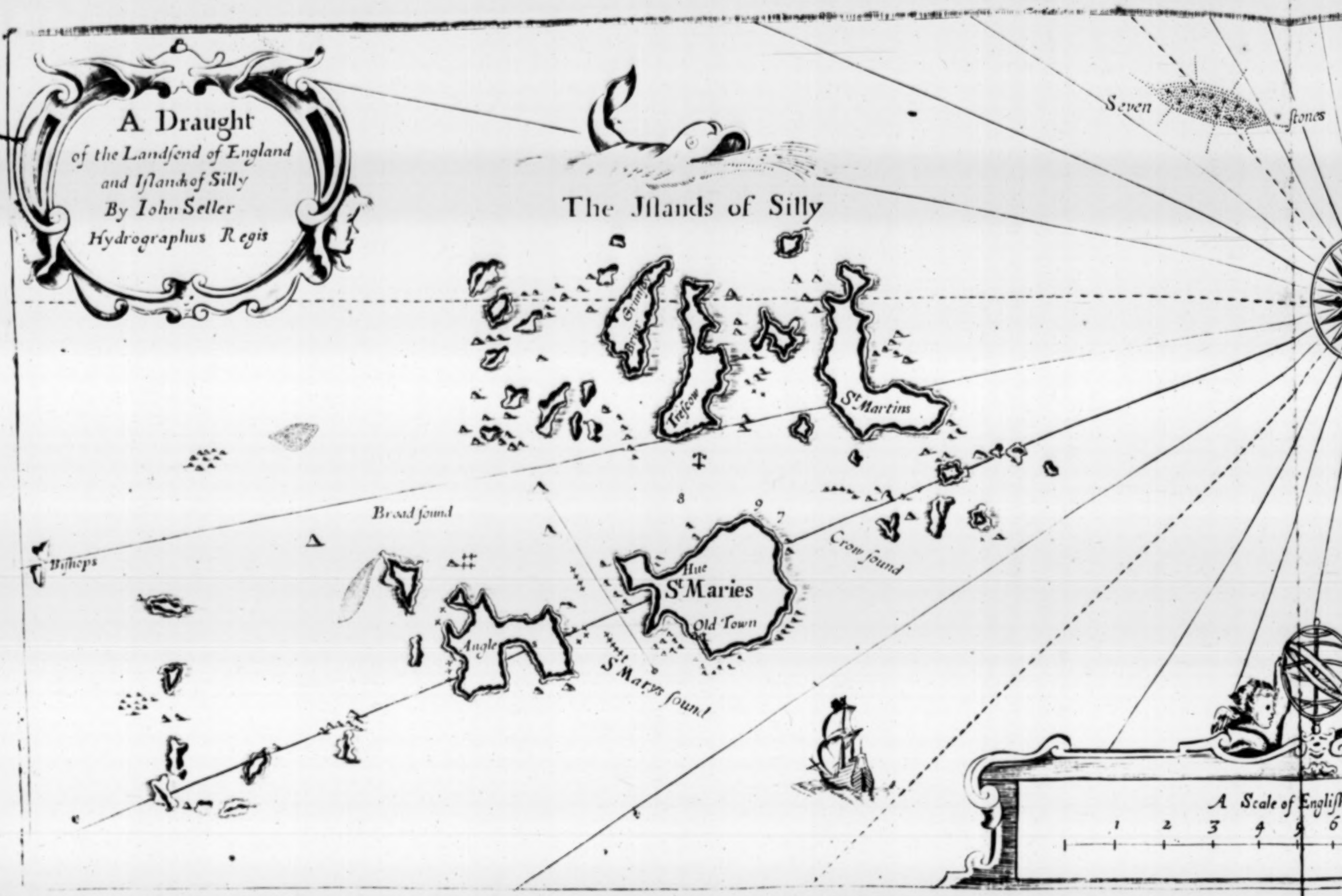
Two Leagues South, a little Eaſterly from the *Ramſhead*, lieth a Rock above Water, called the *Eddyſtone*; the Point of *Plymouth* from the *Eddyſtone*, is N. by E. and N. N. E. diſtant 4 Leagues. Eddyſtone

In *Plymouth*-Sound, by the Land of *Plymouth*, lieth a little Iſland, called Sir *Francis Drakes* Iſland, which joyns to the Weſt-ſide, with a range of Rocks under Water, ſo that you muſt ſail alongſt to the Eaſtward of it, whether you are bound either into *Catwater*, or *Hamouſe*, which is the Weſt Harbour. Sir Francis Drakes Iſland.

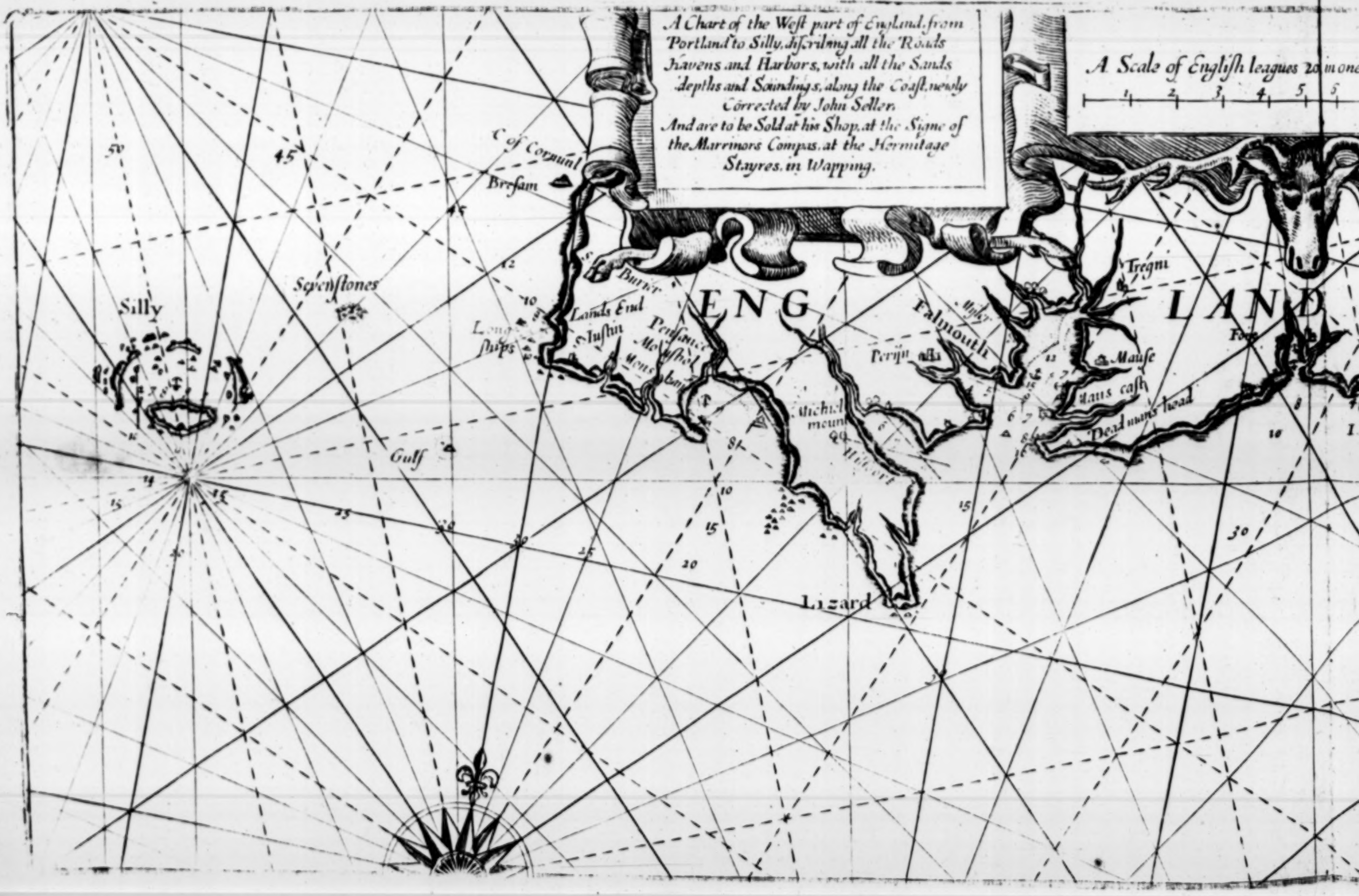
If you would go into *Catwater*, then run in betwixt the Iſland and the Point, on the Eaſt-ſide, in with the Land of *Plymouth*, until you ſee *Catwater* open on your Starboard ſide; go then to the Eaſtward, betwixt the Point of *Plymouth*, and the Point on your Starboard ſide, leaving moſt part of the Chanel on your Starboard ſide, until you come within the Point, and there Anchor right againſt the high ſteep North Land; there is at low-water, with Spring-Tides, four or five fathom. Catwater.

When you ſail into *Catwater*, you muſt give a good birth to the Southern Point, in the entrance, for there lies off from the ſaid Point a ledge of Rocks under Water, about two Cables length from the Shore. Upon the Point of the ledg lieth a Buoy, which you muſt leave on your Starboard ſide; and when you have *Catwater* open, you may run in to the Eaſtward, leaving in the entry of the Harbour, two thirds of the Chanel on your Starboard ſide, becauſe the South-ſhore is ſomewhat flat, there lying a Sandy Banck, which reacheth More directions for Catwater.

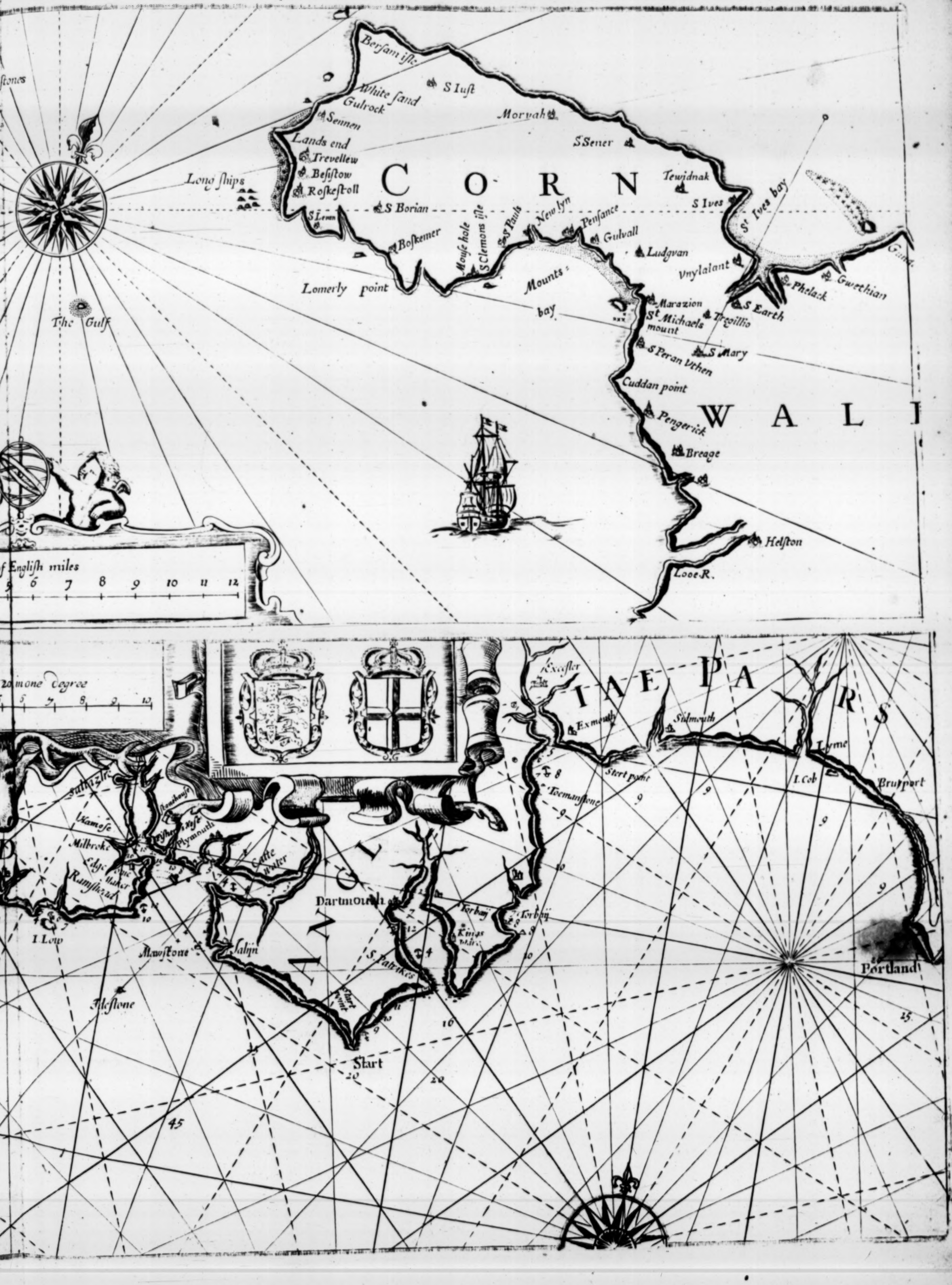
7.



A Draught
of the Landſend of England
and Iſlands of Silly
By Iohn Seller
Hydrographus Regis



A Chart of the Weſt part of England from Portland to Silly, diſcribing all the Roads Havens and Harbors, with all the Sands depths and Soundings, along the Coaſt, newly Corrected by John Seller.
And are to be Sold at his Shop, at the Signe of the Marrinors Compas, at the Hermitage Stayres, in Wapping.


stones
Bersam isle
White sand
Gulrock
S Iust
Sennen
Morvah
Lands end
S Sener
Trevellew
Besistow
Roskestoll
Long ships
C O R N
Tewidnak
S Ives
S Ives bay
S Leven
S Borian
New lyn
Pensance
Gulvall
Ludgvan
Boskener
Mouse hole
S Clemons isle
S Pauls
Vnylalant
Phelack
Gwethian
Lomerly point
Mounts bay
Marazion
St Michaels mount
Tregillio
S Earth
S Peran Vthen
S Mary
Cuddan point
Pengerick
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Exmouth
Sidmouth
Lyme
I. Cob
Brutport
IAE PA R S
Stert point
Toemanstone
Saltash
Plymouth
Vamose
Millbroke
Edge
Maker
Ramshead
Cattewater
Dartmouth
Torbay
Torbay
Kings
I Low
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Salcum
S Patrikes
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A N G L
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16
20
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25

BRITISH MUSEUM

reacheth to the ſecond Point of the Shouth-ſhore of *Catwater*.

Sunken Rock.

A little to the Eaſtward of **Drakes** Iſland, lieth a Sunken Rock, upon which at low-water, is not above two fathom.

For to ſail within the Iſland, you may go to the Eaſtward, or Weſtward of the Rock, according as occaſion ſhall ſerve.

Hamouſe.

If you will ſail in at *Hamouſe*, to the Weſtward of the Rock, then take the Soundings of the Iſland in four or five fathom at low-water, and ſo run by it, until that *Fiſhers* Village (lying to the Northward a little within the Land) come on the Weſt-ſide of the Village on the North-ſhore, then are you to run through between the Iſland and the Rock; and to the Weſtward of the Rock, upon the Land of *Plymouth*, within the Iſland ſtandeth a Wall, when you ſee it end-ways, and the Chappel of *Fiſhers* Village cometh to the North-ſide of the Valley, and *Catwater* open, then you run over the Rock between the Iſland and the Main, and there Anchor in 12 or 13 fathom.

Other directions to ſail into Hamouſe.

Likewiſe you may ſail into *Hamouſe*, between the Iſland and the Land of *Plymouth*; and ſailing in the midſt of the Chanel between the two Lands, until the entry of *Hamouſe* be open, then run in to the Northward as the Chanel leadeth, until you come about the Weſt-point, and Anchor in 16, 15, 12, or 10 fathom; in the narrow it is 16, and 20 fathom deep; between the Iſland and the Main, 8, 9, and 12 fathom.

German.

Sunken Rocks.

About half a Cables length to the Eaſtward of the Paſſage going into *Hamonſe*, liketh a Sunken Rock, called the *German*, about two Ships length from the Shore, which at low-water hath not above four foot on it: When you come near this Rock going into *Hamouſe*, either with the Flood or Ebb (for the Tide will ſet you right upon it, if it be calm) therefore to avoid it, give this Rock a good birth, until you bring the Houſes of *Fiſhers* Village open of the Eaſtward Point of the Paſſage, and then run over to the North-ſhore, until you have ſhut in the Iſland behind the foreſaid Eaſtward point of the Paſſage. For to avoid a Sunken Rock that lieth off to the Eaſtward, from the North-point of the *Beach*, on the Weſt-ſide of the Paſſage, half a Cables length off, run amidſt the Chanel into *Hamouſe*; upon the ſaid Sunken Rock at low-water is not above 3 or 4 foot.

Sunken Rocks in Plymouth Sound.

In the Sound of *Plymouth*, not far to the Northward of the *Mewſtone*, lie two or three Sunken Rocks, on which at low-water there is not above four fathom, the Marks for them are theſe: To the Eaſtward of *Plymouth*, ſtandeth a Tower, called *Mount Batten*, with a Mill, and to the Weſtward of **Drakes** Iſland, ſtandeth a Houſe, called Mount *Edgcomb*; when the Turret thereof cometh over the Point to the Weſtward of the Iſland, and *Mount Batten* and the Mill come one in the other, then you are upon the innermoſt Sunken Rock, which hath on it four fathom at low-water: But when the Point of *Hamionſe*, cometh without the Point to the Weſtward of the Iſland, and the foreſaid Tower and Mill one in the other, then are you upon the outermoſt Rock, on which there is at low-water and Spring-Tides, three fathom and a half.

Foy.

Looe-Iſland.

From the *Ramſhead* W. by S. 5 Leagues, lieth *Foy*, and betwixt them on the Coaſt, lieth a little Iſland, a little to the Eaſtward of *Talland* Point, thwart of *Weſt-looe*, and is called *Looe*-Iſland; you may Anchor to the Eaſtward of the Iſland, in 5 and 6 fathom.

To ſail into Foy.

Foy.

Foy is a Haven, where Ships may go in at half-Flood; at the Eaſt-ſide of the Haven ſtandeth a little Church, and on the Weſt-ſide a great white Church with a ſquare Steeple.

To ſail into *Foy*, you muſt run in the mid Chanel betwixt the two Points, and being in, lie on which ſide you will, but the deepeſt Water is on the Weſt-ſide, between the Stakes and the ſquare Steeple: Being come within the Stakes (as you come in by the Land) then preſently bear ſomewhat off from the Weſt-ſhore, almoſt into the middle of the Chanel, neareſt to the Weſt-ſhore, until you come before the Village that lieth on the Weſt-ſide, where is a deep place, called the *Pool*; in which, Ships that draw 16 foot, may lie afloat at low-water.

To ſail into the Pool.

If when you come in by the Eaſt-Land, you deſire to Ride in this *Pool*, then ſail in until you come within the Stakes, and then edge off from the Eaſt-Land, until you come near the Weſt-ſhore, for to avoid a Flat which lieth by the Eaſt-ſhore alongſt the Haven, which beginneth againſt the firſt Houſe of the Weſt Village; if it ſhould happen that you could not lead it in with a full ſail, then let fall your Anchor without the Stakes, and warp in till you come into the *Pool*.

You may alſo ſail ſo far in, that you may ſee a Wall on the Weſt-ſide of the Haven, where lieth a Village behind it; a Ships length to the Southward of that Wall is very good Riding, being moared by 4 Cables: There a Ship may Ride a-float; that draweth 16 foot Water.

You may alſo ſail farther in alongſt by that Swatch, which lieth on the Weſt-ſide, whereon the Mill ſtandeth, but come not too near the North-point of the Swatch, for by it lieth a Rock under Water, and being paſt that, you moar you Ship in the midſt of the Chanel; there is beſt lying for Ships, that draw much Water.

Dedman-Head.

Falmouth.

Pendennis Caſtle.

Four or five Leagues S. W. by W. from *Foy*, lieth a Point, called *Dedman-Head*, and 2 Leagues to the Weſtward of that, lieth the entrance of the Haven of *Falmouth*: *Dedman-Head* is double Land, with a round Hill, which to the Weſtward goeth ſloaping down. Towards the Weſt-end ſtandeth a Mill, a Spire Steeple, and ſome little Houſes on the Land; a little to the Weſtward of it lieth *Pendennis* Caſtle, upon a round Hommock on the high Land: This Land is eaſie to be known, coming from the Weſtward.

Rock.

Falmouth Haven.

Upon the Weſt-point of the Haven of *Falmouth*, ſtandeth *Pendennis* Caſtle, upon the high Land; in the entry neareſt the Weſt-ſide lieth a great Rock above Water, you may ſail on either ſide of it; at the inner ſide of the Eaſt-point lie alſo ſome Rocks off the Shore, on the Eaſt-ſide it's deepeſt Water, and moſt room. In going in therefore, giving the Eaſt-point a large birth, you will have 7 or 8 fathom; keep by the ſaid Shore, until you come within St. *Maudes* Caſtle; when it bears Eaſt from you, you will have 16 or 17 fathom, but half the Harbour over towards *Smithick* is not above 4 or 5 fathom.

Obſerve in your going in, to keep the *Manacles* open and ſhut on the Point of *Falmouth* Caſtle, and ſo muſt you keep it till you ſhut the Church over *Penny-com-quick*, into the N. E. end of *Smithick*, and ſo you may ſtand over St. *Maudes*, and Ride with the Caſtle bearing Eaſt from you; laying one Anchor in 18 fathom, and the Weſtermoſt Anchor in 4, as you ſee convenient.

Other directions for Falmouth.

For to ſail in to the Weſtward of the foreſaid great Rock, you muſt take the Soundings of the Weſt Land, on which the Caſtle ſtandeth, in 5 or 6 fathom, being ſomewhat within the Rock, run towards the Weſt Land: To the Weſtward of the Rock in the Chanel, is 6 and 7 fathom at half-Flood; but in the Chanel to the Eaſtward of the Rock, 7 and 8 fathom, as aforeſaid.

Miller-Pool.

If when you come before St. *Maudes* Caſtle, you would go into *Miller-Pool,* you muſt ſteer over into 4 or 5 fathom on the Weſt-ſide, till you ſhut the Point of the *Manacles* within the Caſtle, and keep it not open for fear of the Point of the *Mace* on the Eaſt-ſide, until you ſhut *Penny com quick* into the Eaſt-point of *Smithick*, and ſteer on the Eaſt-ſide into 12 or 13 fathom, againſt the middle Hedg-end on the Eaſt-ſide; but go not up to open the little Church of the Point of *Miller Pool,* for then you will have ſhoal Water, but the lower down the deeper. Note, That *Moagan* Church, which is above *Penny-com quick*, being entred on the Southermoſt Houſe of the ſaid Town, then are you near the South-ſide of the *Mace.*

Miller-Pool.

Helford Haven.

Four Leagues S. by W. from *Falmouth*, lieth the Eaſt-point of the *Lizard,* and betwixt them lieth a Haven, called *Helford,* which is a place little frequented by Ships.

At the South-ſide of the Haven lieth a ſteep Point, and on the North-ſide a low ſharp Point, and within the Haven on the South-ſide, ſtandeth a Gentlemans Houſe near the Water-ſide, and on the Hill ſtand ſome Trees; keep theſe in one, and run ſo in mid-Chanel, into the entry of the Haven.

On the North-ſide ſtand alſo 2 or 3 Trees, when theſe come a Ships length to the Weſtward of a little Houſe, that ſtandeth in a white Sandy Bay, there alſo you may ſail in amidſt the Chanel, which is a ſhort Inlet; Being come within, you may Anchor in 6 or 7 fathom. Upon the South-ſide ſtandeth alſo a Spire Tower, and on the North-ſide a little Caſtle on the ſteep Land.

Lizard. Blackhead

The *Lizard* hath three Points, the Eaſtermoſt is called *Black-Head*; from that to the ſecond, the Coaſt lieth S. W. by W. and about to the third, W. S. W. or W. by S. From the middle Point to Seaward, lie ſome Rocks, a Cables length and a half from the Shore, and are called the *Stags.*

Stags.

Manacles.

To the Northward of the Eaſtermoſt Point, betwixt it and *Helſord*, lie ſome Rocks, a great League from the Land, called the *Manacles*, which are S. by E. from *Falmouth* Harbour, and E. N. E. from *Black-Head*; many of them fall dry at low-water, and ſome at high-water are ſcarcely covered: Betwixt them and the Shore, it is very foul and Rocky, ſo that you cannot run between them and the Shore, without great danger.

When you are coming out of *Falmouth*, and bound to the Weſtward, you muſt not (with an Ebb) ſteer more Southerly than S. S. E. or S. E. by S. according as the Wind may be, to run clear of the *Manacles.*

Of the ſetting of the Tides, and what Moon maketh high-water.

In *Dartmouth* and *Torbay*, a W. by S. Moon maketh high-water.

Thwart of the *Start*, in the Chanel, a W. N. W. Moon.

From the *Start* to *Portland*, in the midſt of the Chanel, the Flood ſetteth E. N. E. and the Ebb W. S. W.

Thwart of *Dartmouth* by the Land, the Flood ſetteth N. E. by N. and the Ebb S. W. by S.

Thwart of *Torbay*, towards *Exmouth*, in the Bay, the Flood ſetteth N. N. E. and the Ebb S. S. W.

In *Plymouth* and *Foy*, a W. by S. Moon maketh high-water.

Thwart of *Foy* in the Chanel, an E. S. E. Moon.

To Seaward from *Falmouth*, an E. by S. but in *Falmouth* Haven, an Eaſt by North Moon.

At *Helford*, and at the *Lizard*, by the Land, an E. S. E. Moon maketh high-water.

From the *Ramſhead* to the *Start*, by the Land within the *Eddyſtone*, the Flood runneth E. S. E. and the Ebb W. N. W.

From the *Dedman* to the *Ramſhead*, the Flood runneth E. N. E. and the Ebb W. S. W.

From the *Lizard* to the *Dedman*, N. E. and S. W.

In the Chanel betwixt the *Lizard* and the *Start*, thwart of *Foy*, the Flood runneth E. by N. and the Ebb W. by S.

Of the Depths, and Nature of theſe Grounds.

The *Start* and the Land of *Dartmouth*, you may ſee them in 45 fathom.

When you have the high Land of *Plymouth* North from you, you may ſee it in 50 fathom, it is high double Land, and ſheweth it ſelf in two Hills. That ſame high Land you may ſee it from thwart of *Foy*, until you come thwart of *Dartmouth.*

The *Dedman* you may ſee in 24 fathom, off from the *Lizard* to the *Start.*

The *Lizard* you may ſee in 55 fathom water, there the Ground is white.

If you go from the *Lizard* Southerly, Eaſterly, or Weſterly, it's eaſie to be known; for if you go Southerly, you will deepen the Water; if you go Weſterly, you will keep ſandy Ground, ſtill having deeper Water, and finer Sand; if you go Eaſterly, you will have ſhoaler Water, and groſſer Sand.

If you are thwart of the *Start* 3 Leagues from the Shore, you will have 35 fathom Sandy Ground, mixt with Dirt, black like beaten Pepper.

The *Start* being N. W. or thereabouts, and you ſailing E. N. E. or E. by N. you will have Sandy Ground, and ſhoaler Water.

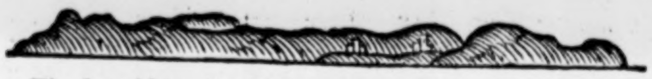
Courſes and Diſtances from one Place to another.

From *Portland* to *Exmouth*, W. N. W.	13 leagues.
From *Exmouth* to *Torbay*, S. by W.	5 leagues.
From *Portland* to St. *Paul de Lion*, in *France*, S. W. by S.	40 leagues.
From *Portland* to *Uſhant*, S. W.	53 leagues.
From *Torbay* to *Dartmouth*, S. W. ſomewhat Southerly,	3 leagues.
From *Dartmouth* to the *Start*, S. W.	3 leagues.
From *Portland* to *Torbay*, Weſt,	13 or 14 leagues.
From *Portland* to *Dartmouth*, W. by S.	16 leagues.
From *Portland* to the *Start*, W. S. W. ſomewhat Weſterly,	19 leagues.
From the *Start* to the *Caskets*, E. S. E.	20 leagues.
From the *Start* to the 7 Iſles, S. by E.	24 leagues.
From the *Start* to St. *Paul de Lion*, S. by W.	27 leag.
From the *Start* to *Ramſhead*, W. N. W.	8 leagues.
From *Ramſhead* to *Looe* Iſland, W. by S.	3 leagues.
From *Looe* Iſland to *Foy*, W. by N.	2 leagues.
From *Foy* to the *Dedman*, S. W. by W.	4 leagues.
From the *Dedman* to *Falmouth*, W. by S.	3 leagues.
From *Falmouth* to the *Lizard*, S. by W.	4 leagues.
From the *Start* to the *Eddyſtone*, Weſt, half Northerly,	7 or 8 leagues.
From the *Eddyſtone* to *Ramſhead*, North, a little Weſterly,	2 leagues.
From *Ramſhead* to the *Dedman*, W. S. W. a little Weſterly,	9 leagues.

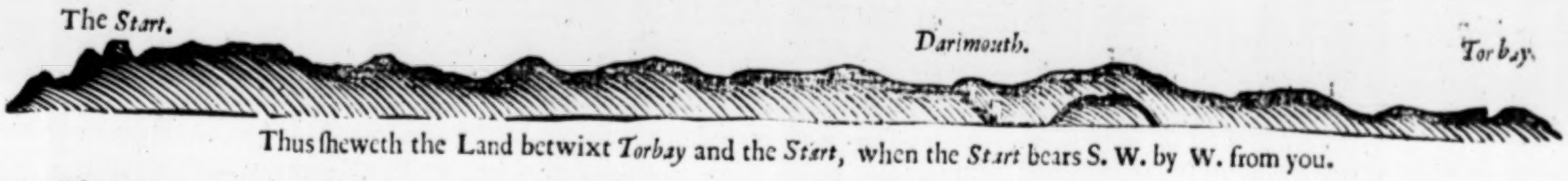
From the *Dedman* to the *Lizard*, S. W. 5 or 6 leagues.
From the *Start* to the *Lizard*, W. by S. 20 or 21 leagues.

From the *Lizard* to *Garnſey*, E. by S. 37 leagues.
From the *Lizard* to the 7 Iſlands, S. E. 31 leagues.
From the *Lizard* to *Uſhant*, South, 29 leagues.

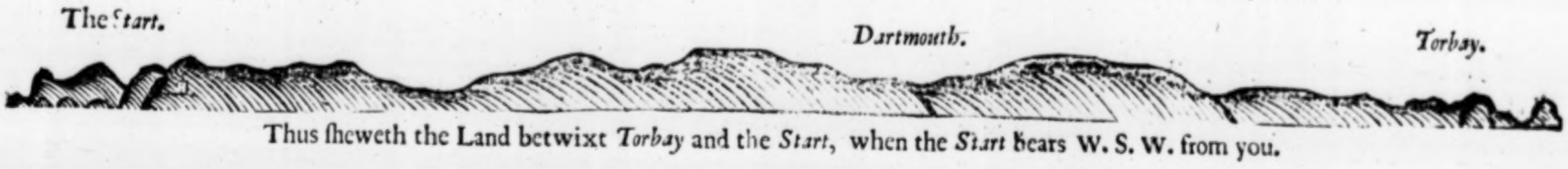
How theſe Lands appear at Sea.



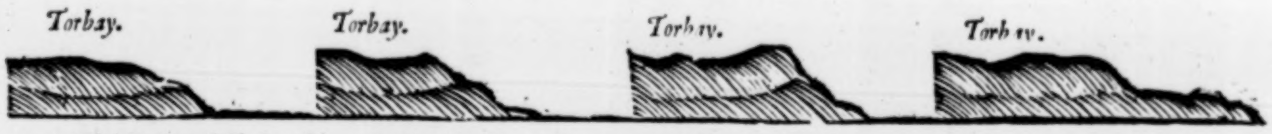
The Land betwixt *Torbay* and the *Start*, ſheweth thus.



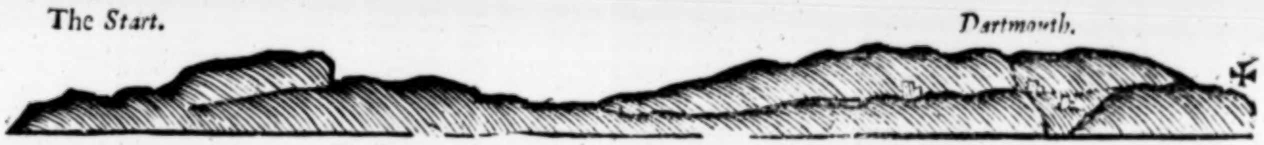
Thus ſheweth the Land betwixt *Torbay* and the *Start*, when the *Start* bears S. W. by W. from you.



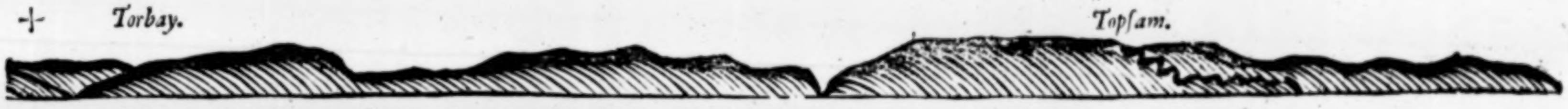
Thus ſheweth the Land betwixt *Torbay* and the *Start*, when the *Start* bears W. S. W. from you.



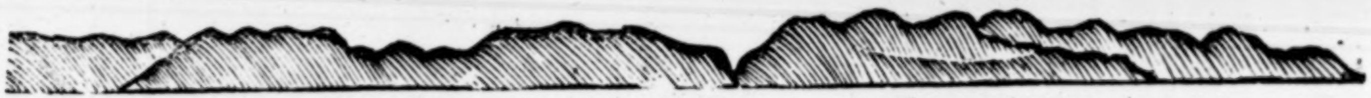
The Point of *Torbay* ſheweth thus in divers forms, according as you are Southerly or Northerly from it.



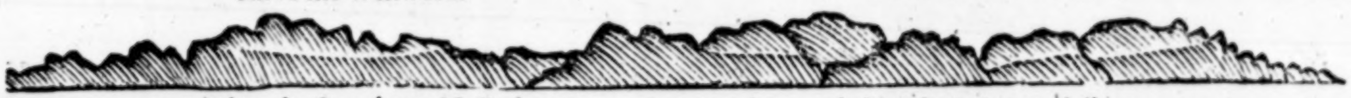
Theſe Figures joyn one to the other, at the two Croſſes.



Thus ſheweth *Dartmouth* as is Pourtrayed in theſe two Figures, when you are right thwart of it a League or two from the Land, with the Land on both ſides of it, as well towards the *Start* as *Torbay*, and to the Northwards of it



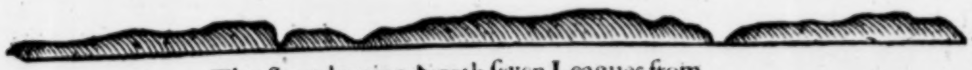
Thus ſheweth the *Start* bearing North, about two or three Leagues from you.



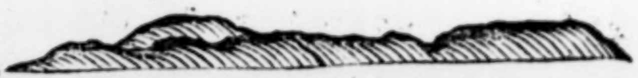
This opening will be ſhut, when you ſail to the Weſtward.

This opening will be ſhut, when you ſail to the Weſtward.

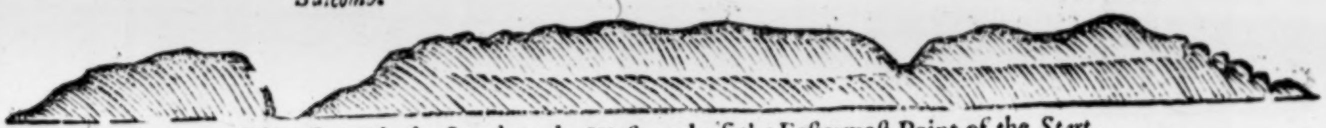
When the *Start* bears N. E. from you, it appears thus, and then the Point goeth down.



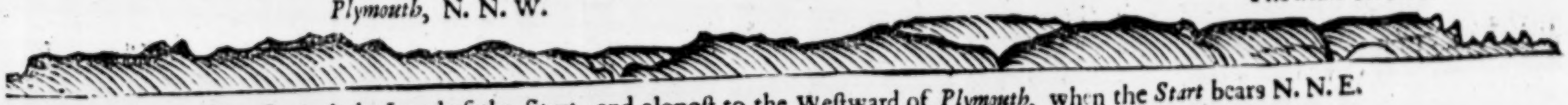
The *Start* bearing North ſeven Leagues from you, ſheweth thus.



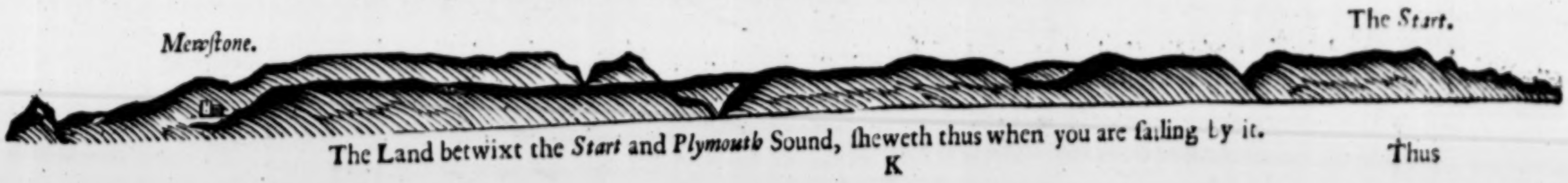
Thus ſheweth the high Land to the Eaſtward of *Plymouth*,



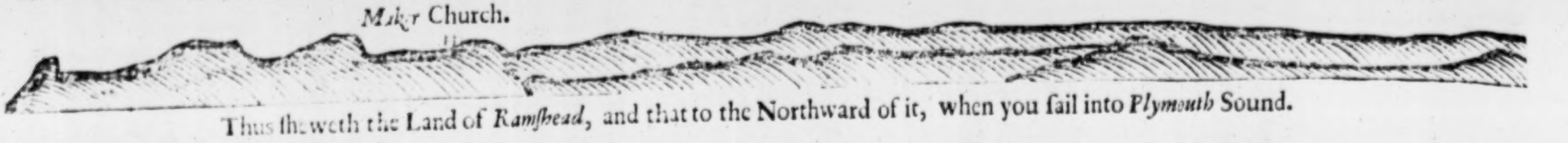
Thus ſheweth the Land to the Weſtward of the Eaſtermoſt Point of the *Start*, towards *Salcomb*, when you ſail by it.


Plymouth, N. N. W.
The *Start* N. N. E.

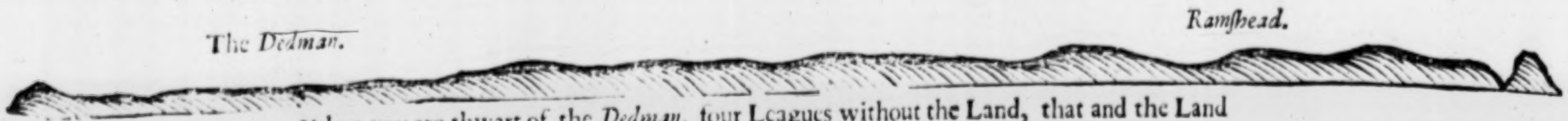
Thus ſheweth the Land of the *Start*, and alongſt to the Weſtward of *Plymouth*, when the *Start* bears N. N. E. two Leagues from you, and *Plymouth* Sound N. N. W. five or ſix Leagues from you.



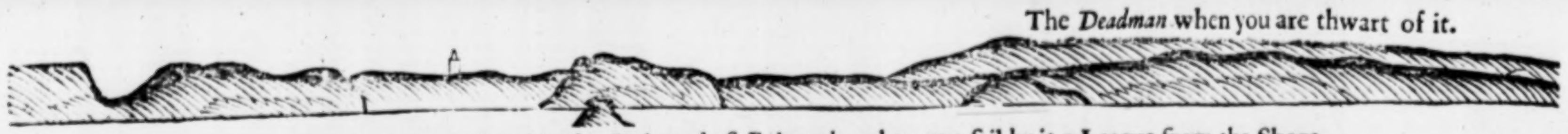
The Land betwixt the *Start* and *Plymouth* Sound, ſheweth thus when you are ſailing by it.


Maker Church.

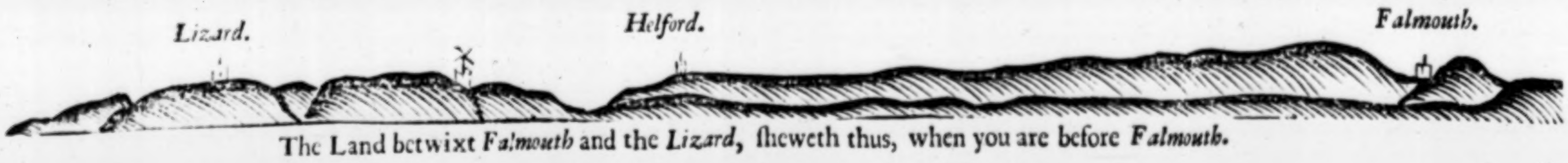
Thus ſheweth the Land of *Ramſhead*, and that to the Northward of it, when you ſail into *Plymouth* Sound.



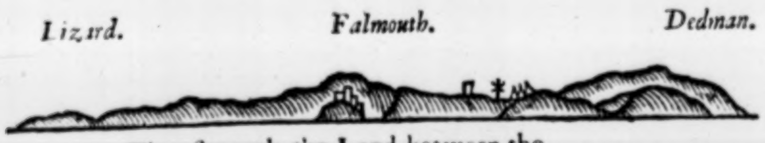
When you are thwart of the *Dedman*, four Leagues without the Land, that and the Land to the Eaſtward of it unto *Ramſhead*, ſheweth it ſelf in this manner.


The *Deadman* when you are thwart of it.

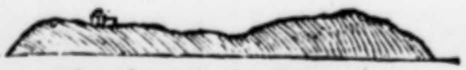
Thus ſheweth the Land to the Eaſtward of *Falmouth*, when you ſail by it a League from the Shore.



The Land betwixt *Falmouth* and the *Lizard*, ſheweth thus, when you are before *Falmouth*.



Thus ſheweth the Land between the *Dedman* and the *Lizard*.



Thus ſheweth the *Lizard*, when you ſail by it.

CHAP. XV.

Being a Deſcription of the Coaſt of England, *from the* Lizard, *to the Iſlands of* Silly.

IF you come out of *Falmouth*, bound to the Weſtward, as into *Mounts-Bay*, with an Eaſterly Wind, be not too covetous of keeping too near the *Lizard*, eſpecially at the *Manacles*, for there are ſunken Rocks without the *Manacles*; (to avoid which) upon the Land, ſhort of it, you will ſee a Spire Steeple, called St. *Leveron*, be ſure therefore to keep ſo far off the Shore, that you may ſee all the Spire of the ſaid Steeple above the Land, and ſo you will go without them clear of danger, until you come to the *Lizard* Point, from whence there lieth a Ledg of Rocks, which appear dry at low-water.

Mounts-Bay.

About four Leagues N. W. from the *Lizard*, lieth a great Bay, called *Mounts-Bay*, on the Eaſt ſide of which is a high Iſland, whereon ſtandeth a Caſtle, called St. *Michaels* Mount-Fort, at the Eaſtward of which Bay, from the Land, lieth a great range of Rocks, a League into the Sea; whereof you muſt take heed in dark Weather. From thence to the Southward, towards the *Lizard*, the Coaſt is full of Rocks, but they lie not far from the Shore.

To ſail into *Mounts-Bay*, coming from the Lands-end, or the *Lizard*, the Ground is clear all over, fine Sand, until you come within a mile of the Shore, between 20 and 23 fathom.

Ganvas Lake.

To Ride at an Anchor in *Ganvas* Lake, you muſt be ſo far to the Weſtward, that St. *Pauls* Steeple may bear W. N. W. from you; but if you be far to the Eaſtward, that the ſaid Church bear N. W. by N. ſomewhat Weſterly from you, then you have no clear Ground. Being near the Weſt Land, run in by St. *Clements* Iſland (which lieth before the Town of *Houſe-Hole*) for it is very clean Ground, then the Caſtle will be on your Starboard ſide a great way diſtant, which Caſtle is foul round about. Being come within St. *Clements* Iſland, you will ſee within a great Sandy Bay, Anchor there in 7 or 8 fathom. S. E. and E. S. E. Winds blow there right in, but in all other Winds, you lie Landlockt.

St. Clements Iſle.

Four Leagues to the Weſtward of *Mounts Bay*, lieth the Lands-end of *England*, which lieth from the *Lizard* W. N. W. diſtant 8 or 9 Leagues.

Lands-end.

About a League S. W. from the Lands-end, and half a League without the Land, lieth a Sunken Rock, which is dry at low-water; thwart from the Rock on the Land, ſtands a Church, when you can but juſt ſee that over the high Land, then are you thwart of the foreſaid Rock, but when the Church is hidden behind the Land that you cannot ſee it, then are you nearer the Land than the Rock, ſo you may ſail through betwixt it and the Land; but keeping the Church open of the Land, then are you clear without it.

Sunken-Rock.

Upon the Lands-end of *England* lie two round Hills, when you get ſight of them, you ſhall ſee upon the higheſt a Spire Steeple; coming ſomewhat nearer you ſhall ſee upon the outermoſt end on the low Land, another Spire Steeple, thereby the Lands-end is eaſily known: The Ground is thereabouts whitiſh Sand with red, mingled with ſhells.

From the Lands-end to the Cape of *Cornwal*, or to the Iſland *Breland*, the Coaſt lieth almoſt North, about four Leagues.

Cape Cornwal.

At the Lands-end lie ſome Rocks, called the *Long-Ships*; you may run within them either to the Northward, or to the Southward, and come to an Anchor in eight or nine fathom; coming in there from the Southward it's narroweſt, but ten fathom deep; The North-ſide beſt and broadeſt, where you will have eight or nine fathom, but cloſe to the North-point of the Land lieth a Sunken Rock, which you muſt ſhun when you ſail in there.

Long Ships.

Sunken Rock.

The

Silly.

The Iſlands of *Silly*, lie from the Lands-end W. S. W. diſtant 7 Leagues, but from the *Lizard*, Weſt, 14 or 15 Leagues.

Seven Stones.

Between the Lands end and *Silly*, lie the Seven Stones, Weſt, and W. by S. almoſt five Leagues from the Lands end, and N. E. by E. and E. N. E. almoſt three Leagues from *Silly*. The Seven Stones are a range of Rocks that appear not above the Water, but you may ſee it break over them.

Gulf.

S. S. W. and S. W. by S. three Leagues from the Lands-end, and Eaſt five Leagues from *Silly*, lieth alſo a ſharp Rock, called the *Gulf*, which at half-Tide may be ſeen above Water, and is round about indifferent clean.

Directions to ſail into Silly.

Silly is divided into ſeveral Iſlands, and alongſt the Weſt-ſide lieth a multitude of Rocks, and you go in there through divers Chanels, or Sounds; but the Southermoſt, which is called St. *Marys* Sound, is the beſt, being a fair opening of a Chanel, but near about the middle lie two Sunken Rocks, which in foul Weather you may ſee the Sea break over; it's beſt to leave them on the Larboard ſide going in, and on the Starboard ſide coming out; and go ſo near the Starboard Shore, that you may but juſt ſee the Wind-Mill ſails which ſtandeth on the Hill, or that you may almoſt throw a ſtone aſhore: And when you come within the Point, luff up round, and come to an Anchor in ſight of the Houſes, or when you have brought the Town open of the Valley, leave two thirds of the Harbour on your Larboard ſide.

St. Marys Sound.

Sunken Rocks.

Bartholomew Ledg

The Woolman.

Thwart of *Smiths* Iſland, lieth a ledg of Rocks, called *Bartholomew Ledg*; when you come to the Block-Houſe, that ſtandeth by the Water-ſide, a Cables length off Shore lieth a Sunken Rock, called the *Woolman*; the leading Mark to go clear of it, are two Rocks, which lie on the Weſt-ſide within the Haven; the one, (to wit, the innermoſt) is ſomewhat larger than the other: If you bring them one in the other, or the Northermoſt a little open to the Eaſtward of the other, ſo that you may ſee between them, keeping them ſo, ſail right in, then you need not fear the *Woolman*.

Remember that you Ride not too near the Iſland, for it's all foul Ground; but up in *Crow* Sound, and between that and the Northermoſt Rock, it's all clear Ground; then the Point of St. *Marys* will bear E. S. E. from you, and the broad Sound will be open from the S. W. by W. to the W. by S. But if you will Ride near the North Rock, you will have it but two Points open, and St. *Marys* Sound ſhut. But then you cannot get out of St. *Marys* Sound, if the Wind blow at S. W.

Smit's Sound is very dangerous, and if you can avoid it, Ride not there, and though there is Water enough, yet it's very narrow, keep therefore in the middle of it; it lieth in N. W. The Ground about *Silly* is ſomewhat ſtony, mixt with ſome red ſhell.

Of the ſetting of the Tides, and alſo What Moon maketh full Sea in theſe Places.

In *Mounts-Bay*, and at the Lands-end of *England*, a W. S W. Moon maketh full Sea.

In *Silly*, a S. W. by W. Moon maketh full Sea.

To Seaboard of *Silly*, and in the Chanel likewiſe, a S. W. by W. Moon.

In the entring of the Chanel, a S. W. Moon.

From *Silly* to the *Lizard*, the Flood ſetteth N. E. and the Ebb S. W.

In What Depths Men may ſee theſe Lands.

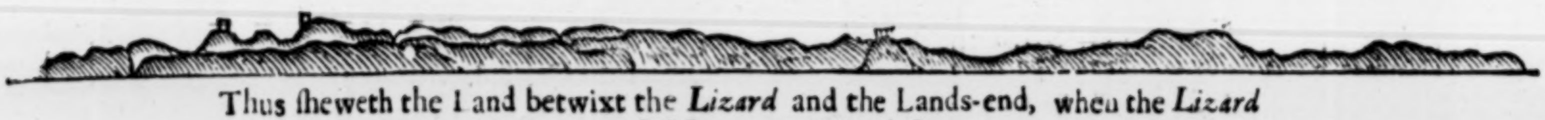
You may ſee the Iſland of *Silly* on the South-ſide, in 52 fathom Water, and the Ground there is ſtony, with ſome red Shells.

The Lands-end of *England* may alſo be ſeen in 52 fathom Water.

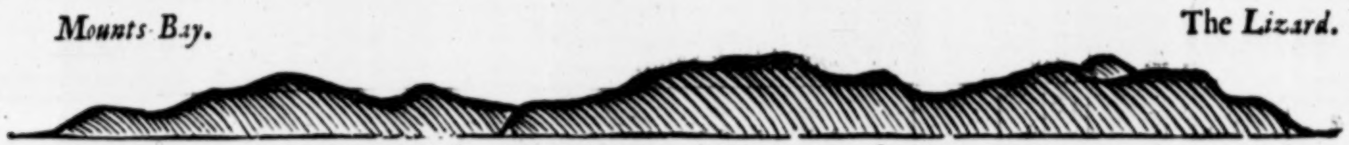
Courſes and Diſtances from one Place to another.

From the *Lizard* to the Lands-end, W. N. W. 8 or 9 leagues.
From the Lands-end to *Silly*, W. S. W. 8 leagues.
Frim the *Lizard* to the *Gulf*, W. by N. 8 leagues.
From the Lands-end to the *Gulf*, S. S. W. 3 leagues.
From the *Gulf* to *Silly*, Weſt, 5 leagues.
From *Silly* to the *Caskets*, Eaſt, ſomewhat Southerly, 56 leagues.
From *Silly* to *Uſhant*, S. E. by S. 37 leagues.

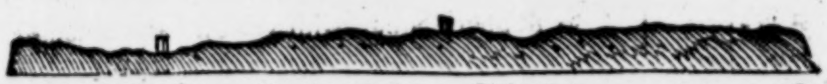
How theſe Lands appear at Sea.



Thus ſheweth the Land betwixt the *Lizard* and the Lands-end, when the *Lizard* bears E. by N. and *Mounts-Bay* North from you.

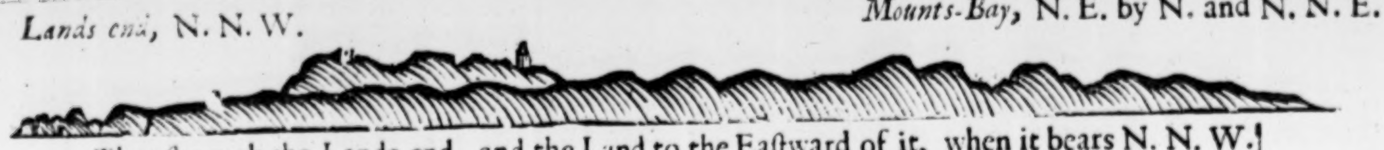

Mounts-Bay.
The *Lizard.*

Thus ſheweth the *Lizard* bearing Eaſt, four or five Leagues from you.

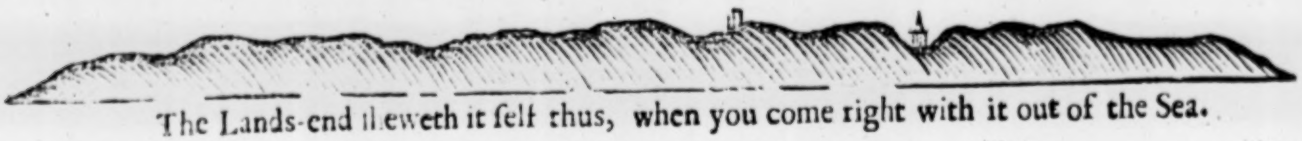


Thus ſheweth the *Lizard*, when it bears E. by N. 5 or 6 Leagues from you.

Lands-


Lands end, N. N. W.
Mounts-Bay, N. E. by N. and N. N. E.

Thus ſheweth the Lands-end, and the Land to the Eaſtward of it, when it bears N. N. W. and *Mounts-Bay* N. E. by N. and N. N. E. about a League from the Land.



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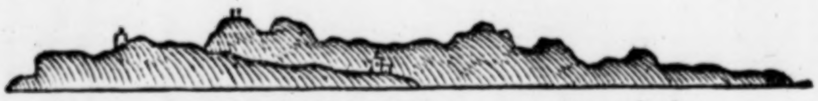
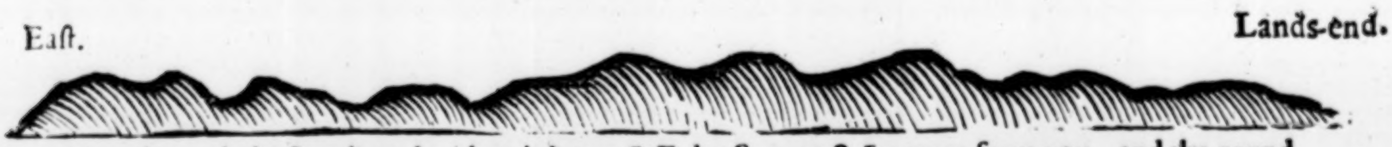
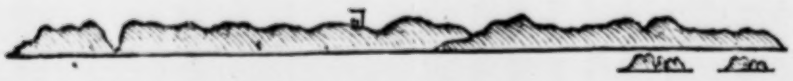


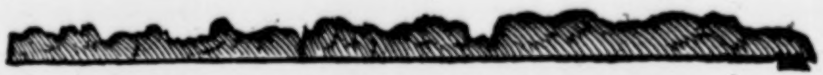
The Lands-end bearing Eaſt from you, ſheweth thus.



Thus ſheweth the Lands-end, when it bears S. E. by S. 7 or 8 Leagues from you, and the round Hill to the Northward of it Eaſt, then may you ſee the low Land betwixt them both.



Thus ſheweth *Silly*, when it bears E. N. E. from you.



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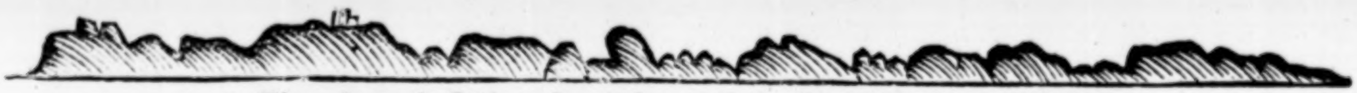
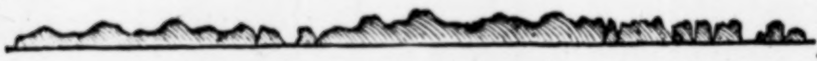
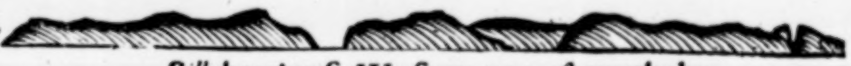


Thus ſheweth *Silly*, when it bears Eaſt, five or ſix Leagues off.



When *Silly* bears S. E. by E. from you, it ſheweth thus.



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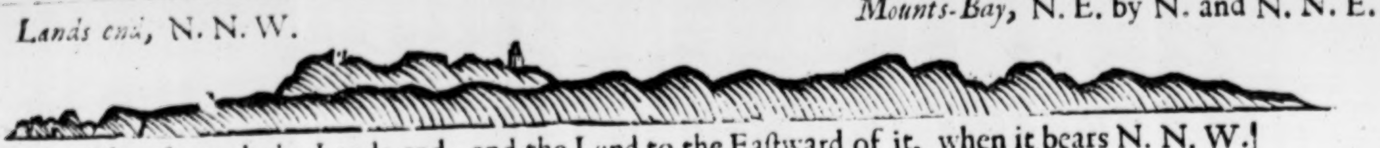
Names.	Bearings.	Diſtan.	Depth.	Latit. D. M.	Nature of the Ground.
Silly.	N.	10 or 12	65		Broken Shells, with red and white Sand.
Silly.	E. N. E.	7	60	50 02	Some black Sand.
Silly.	E. N. E.	16 or 20	80		A kind of Rocky Ground.
Silly.	E. by N.	14 or 16	72		A Peppery Sand, with yellow Sand amongſt it.
Silly.	E. by N.	5 or 6	72		Oazy like to Muſtard-ſeed, with broken ſhells amongſt it,

Names.	Bearings.	Diſtan.	Depth.	Latit. D.	M.	Nature of the Ground.
Silly.	E. N. E.	8	60	50	01	Black Sand.
Silly.	North.	10 or 12	65			Small ſhells, white and red Sand amongſt it.
Silly.	E. N. E.	7	60	50	00	Small Sand.
Silly.	N. E. by E.	20 or 22	35			Sand and Owſey together.
Silly.	N. E. by E.	80	55	49	51	Small white and red Sand, with ſhells like Nits amongſt it.
Silly.	N. E. by N.	10	57	49	42	Small red Sand.
Silly.	E. by N.	14 or 16	72			Sand ſomewhat Peppery, black and yellow.
Silly.	N. E. by E.	50	100	48	44	White Sand, with Owſe and Nits amongſt it.
Silly.	N. W.	4 or 5	50			Branny Sand, and black Sand amongſt it as it were Nits, and many black and broken Shells.
Silly.	E. by E.	8	58	51	11	Oazey Sand, and ſome (at St. *James*) Shells amongſt it.
Silly.	S. S. S.	5	45	50	21	White Sand, and Shells amongſt it.
Silly.	E. by N.	25	72	49	50	Stones black, white and red, with Owſe amongſt it.
Silly.	N. E. by E.	25	64	49	10	Branny Sand and Shells white and red, like grains of Meal.
Silly.	N. E. by E.	6	48			Black Sand.
Silly.	South.	5	50	50	20	Branny Sand, as big as Wheat-Meal.
Silly.	N. E.	10	65	49	40	Small branny Sand, Herring-bones, and ſmall Stones.
Silly.	N. N. W.	33	77			Red Sand, and Shells amongſt it.
Silly.	N. W. by N.	7	54	49	40	Shells, the *Lizard* N. E. from you 18 Leagues.
Silly.	E. by N.	20	70			White Owſey Sand like Muſtard-ſeed, and pieces of Shells amongſt it.
Silly.	N. E. by E.	13	65	49	43	Branny Sand, and ſome pieces of Shells.
Silly.	N. W.	7	60	49	47	Stony Ground.
Silly.	E. by N.	84	97			Fine white Sand.
Silly.	N. N. E.	100	102			White Sand, and then you are entring upon the Bank.
Silly.	North.	10	65			White Sand, and that is the Eaſt part of the Bank.
Silly.	S. S. E.	12	60			Courſe Owſey.
Silly.	N. W. by W.	10	54	49	47	Sand with little red Shells amongſt it, then the *Lizard* is from you E. N. E. 10 or 12 Leagues.
Silly.	E. S. E.	16	53			Courſe Sand, and fine red Shells.
Silly.	N. W. by W.	4	61			Red mixt with black Sand, and ſome gliſtering white ſhells, with dents in them.
Silly.	W. by N.	13	63			Fine white Sand, with a little Owſey.
Silly.	Weſt.	21	66	50	8	Red, with ſmall black Sand, and ſome white gliſtering ſhells, and ſome ſmall red ſhells amongſt it.
Silly.	W. half S.	29	68	50	00	Fine Sand of an Owſey colour, with ſome gliſtering ſhells amongſt it.
Silly.	N. W. by W.	2½	44			Courſe ſhells and Sand, with fine thin ſhells, and ſome ſmall things like the points of broken Needles.
Silly.	W by S.	32	75			Fine white ſand, ſmall glittering ſhells, and ſome ſmall peppery ſand.
Silly.	W.S.W. ½ W.	34 or 35	81	49	40	Fine white ſand, with ſome long, ſlender, white, gliſtering ſhells, and ſome peppery ſand amongſt it.
Silly.	Eaſt.	12 or 13	60			Gray Owſey, mingled with ſmall black ſand, with pieces of thin white ſhells.
Silly.	Eaſt.	7				Owſey ground with gray ſand.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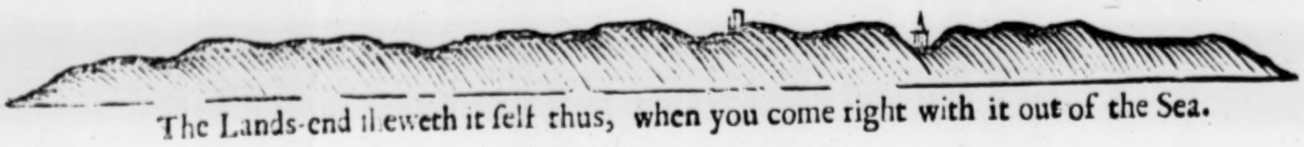

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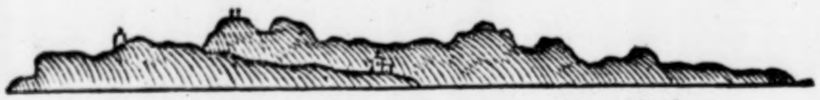

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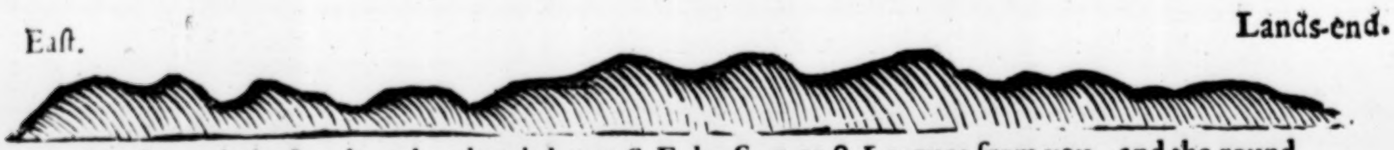

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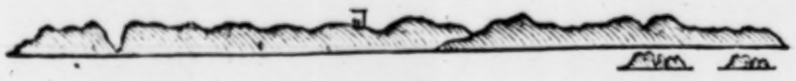

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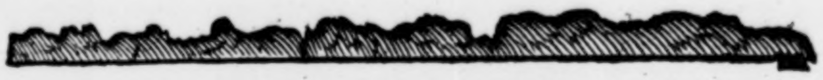

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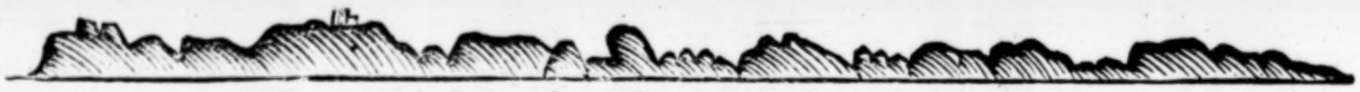

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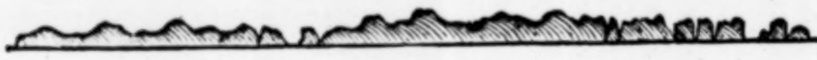

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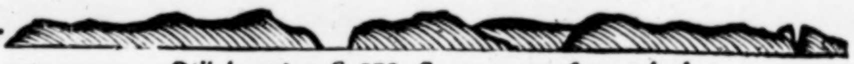

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Silly.	E. by N.	25	72	49	50	Stones black, white and red, with Owſe amongſt it.
Silly.	N. E. by E.	25	64	49	10	Branny Sand and Shells white and red, like grains of Meal.
Silly.	N. E. by E.	6	48			Black Sand.
Silly.	South.	5	50	50	20	Branny Sand, as big as Wheat-Meal.
Silly.	N. E.	10	65	49	40	Small branny Sand, Herring-bones, and ſmall Stones.
Silly.	N. N. W.	33	77			Red Sand, and Shells amongſt it.
Silly.	N. W. by N.	7	54	49	40	Shells, the *Lizard* N. E. from you 18 Leagues.
Silly.	E. by N.	20	70			White Owſey Sand like Muſtard-ſeed, and pieces of Shells amongſt it.
Silly.	N. E. by E.	13	65	49	43	Branny Sand, and ſome pieces of Shells.
Silly.	N. W.	7	60	49	47	Stony Ground.
Silly.	E. by N.	84	97			Fine white Sand.
Silly.	N. N. E.	100	102			White Sand, and then you are entring upon the Bank.
Silly.	North.	10	65			White Sand, and that is the Eaſt part of the Bank.
Silly.	S. S. E.	12	60			Courſe Owſey.
Silly.	N. W. by W.	10	54	49	47	Sand with little red Shells amongſt it, then the *Lizard* is from you E. N. E. 10 or 12 Leagues.
Silly.	E. S. E.	6	53			Courſe Sand, and fine red Shells.
Silly.	N. W. by W.	4	61			Red mixt with black Sand, and ſome gliſtering white ſhells, with dents in them.
Silly.	W. by N.	13	63			Fine white Sand, with a little Owſey.
Silly.	Weſt.	21	66	50	8	Red, with ſmall black Sand, and ſome white gliſtering ſhells, and ſome ſmall red ſhells amongſt it.
Silly.	W. half S.	29	68	50	00	Fine Sand of an Owſey colour, with ſome gliſtering ſhells amongſt it.
Silly.	N. W. by W.	2½	44			Courſe ſhells and Sand, with fine thin ſhells, and ſome ſmall things like the points of broken Needles.
Silly.	W by S.	32	75			Fine white ſand, ſmall glittering ſhells, and ſome ſmall peppery ſand.
Silly.	W.S.W. ½ W.	34 or 35	81	49	40	Fine white ſand, with ſome long, ſlender, white, gliſtering ſhells, and ſome peppery ſand amongſt it.
Silly.	Eaſt.	12 or 13	60			Gray Owſey, mingled with ſmall black ſand, with pieces of thin white ſhells.
Silly.	Eaſt.	7				Owſey ground with gray ſand.

Names.	Bearings.	Diſtant.	Depth.	Latit.		Nature of the Ground.
				D.	M.	
Seams.	N. E.	12	68	47	50	Branny Sand, with ſome white ſtones as big as Almonds, and other ſmall Gravel-ſtones, and broken ſhells.
Seams.	N. N. W.	4	40	48	28	Like as before.
Seams.	E. by N.	12	100	48	30	Branny ſand, with ſtones as big as Peaſe, and little ſhells amongſt it.
Seam.	N. E. by E.	7	63	48	15	Branny ſand, and many ſmall ſhells like Wheat and ſmall Mace.
Seams.	E. by N.	25	100	48	36	Red ſand, broken ſhells, and black ſtones.
Seams.	North.	18	90	48	00	Red ſand, and black ſtones like ſalt ſtones.
Seams.	N. E. by N.	7	42	48	18	Cockle ſhells.
Seams.	N. E. by N.	7	72			The Ground pale, white courſe Sand like ſmall fretted Stones, with little pieces of Queen-ſhells, and little gray flat Stones, and white gliſtering things like Needles.
Seams.	N. E.	2	52			The Ground white, yellow, rough, and longiſh Sand, with a little ſmall reddiſh Sand, and white gliſtering points of Needles.
Seams.	E. S. E.		54			Red, yellow, white and black pieces, like parings of Cheeſe, mixt with a courſe red Sand.
Seams.	E. by N.	8 or 9	65			The Ground is a whitiſh yellow, with a little red ſmall ſhelly Sand, with pieces of ſhells and Queens, with much white and yellow longiſh Sand, and ſmall white things like points of Needles.
Uſhant.	Eaſt.	18 or 20	70	49	00	Branny Sand, and ſome few ſmall ſhells amongſt it.
Uſhant.	S. E. by E.	20	72	49	15	Great ſtones like Beans and Peaſe, gray, making great dents in the Tallow.
Uſhant.	Eaſt.	6	65	48	00	Red ſand, ſhells and ſtones, and things like points of Needles.
Uſhant.	Eaſt.	15 or 16	70	49	15	Fine white Sand.
Uſhant.	Eaſt.	18 or 20	72	49	15	Branny ſand, and ſome ſmall ſhells amongſt it.
Uſhant.	Eaſt.	4	82	49	15	Little ſtones like Grains black and red, with ſome little ſhells like pieces of Awl-points.
Uſhant.	N. E.	29	85	48	50	Great pieces of Cockle-ſhells, and little pieces amongſt it.
Uſhant.	Eaſt.	33	87	49	15	Dazling ſand, in likeneſs of Barley-ſtraw.
Uſhant.	E. S. E.	15	70	49	15	Great ſhells, gray and red, with pieces of broken Cockle-ſhells amongſt it.
Uſhant.	E. S. E.	12	68	49	20	White groſs Sand with ſhells and peppery Sand amongſt it.
Uſhant.	S. E. by S.	9	65	49	15	Sand, and ſome ſhells.
Uſhant.	N. E. by E.	7	68	48	36	Sand like Mace, or points of Feathers, ſome gray, and ſome white.
Uſhant.	North.	5 or 6	63	48	36	Full of ſmall Mace-ſand.
Uſhant.	Eaſt.	4	6	49	10	Full of Mace-ſand, and broken ſhells.
Uſhant.	N. by E.	18	80	48	15	Round ſtones mingled with Scollop-ſhells.
Uſhant.	E. by N.	12	70	48	40	White ſhells.
Uſhant.	E. S. E.	8	64 or 68	49	5	White ſhells, and little fine ſtones.
Uſhant.	E. N. E.	12 or 14	68	48	36	Small ſhells, and things like Herring-bones, and ſome black Mace-ſand amongſt it.
Uſhant.	N. E.	25	50 or 55	48	10	Sand, gray and brown, and ſome ſmall white ſhells with black Stones amongſt it.
Uſhant.	S. E. by E.	7	65	48	30	St. *James*'s ſhells.

Names.

Names.	Bearings.	Diſtan.	Depth.	Latit.		Nature of the Ground.
				D.	M.	
Uſhant.	N. E. by E.	7 or 8	68	48	30	Mace-ſand, white and gray.
Uſhant.	E. by N.	25	85	48	30	White and gray Sand, with ſmall red-ſtones, and hackt like teeth.
Uſhant.	E. by S.	4	63	48	56	Shells like Perwinkles.
Uſhant.	N. E.	7	70			Yellow courſe Sand, with ſome pieces of Queen-ſhells, ſome pieces of white thin ſhells, and with ſome flat gray ragged Stones.
Uſhant.	N. E. by E.	19 or 20	78 or 80			White and yellow courſe Sand, with ſmall gliſtering Needle points, white pieces of Queen-ſhells, gray and yellow flat ſtones, with little pieces of Oyſter-ſhells.
Uſhant.	E. by N.	21	68			The Ground is red, yellow, and black mingled with a little white round ſmall Sand.
Uſhant.	E. by N.	24	80			Rough great Sand with many ſorts of ſhells, red, white, yellow, and gray, with pieces of Queen-ſhells.
Uſhant.	Eaſt.	16 or 17	75			The Ground is white and yellow courſe Sand, with pieces of thin white ſhells, and gray pieces of Queen-ſhells, with ſmall white gliſtering things like Needles.
Uſhant.	E. by N.	48	95			The Ground red, yellow, and black Sand, with ſmall white round ſhelly Sand, and ſome little pieces of thin ſhells.
Uſhant.	E. by S.	27	95			The Ground is gray, red, and yellow, mingled with ſmall black ſand
Lizard.	N. E. by N.	27	80			The Ground is gray and red ſhelly Sand, with yellow and red pieces of ſhells.
Lizard.	N. N. E.	12 or 13	62			Ragged Stones, gray, red and black, with red pieces of ſhells, and ſome gray crumpled little things like Needles.
Lizard.	N. by E.	9 or 10	60			Yellow pieces of ſhells, and gray pieces of ſoft flat Stones, with ſome red pieces of ſhells without any Sand.
Lizard.	N. E. by E.		78	49	30	Gray, yellow and red ſhelly Sand, with red, yellow, and blew pieces of ſhells.
Start.	N. E. by N.	15 or 16	57 or 58			All manner of pieces of ſhells, with a little yellow and white ſhelly Sand, and many ſorts of little Stones, and little things like Maggots that are in Bacon.
Start.	N. N. E.	16	53			White reddiſh ſhelly Sand, with pieces of Queen-ſhells, with little ſtones red and gray.
Start.	N. E.	8	40			Gray, red, and ſhelly Sand.
Start.	N. N. E.	13 or 14	47			Pale muddy Sand, with many little Stones.
Start.	N. N. W.		40			Red ſandy Clay, with dents on the Tallow.
Start.	N. E.	12 or 13	50			White, yellow and ſmall ſhelly Sand, ſome pieces of white ſhells with little gliſtering things.

In fine, if you Sound much, you will have many and divers ſorts of Ground, and ſometimes great change in a little diſtance: And if in your Soundings you find white ſhells, with little things like Straws and Needles, it is certain that you are neareſt to *Uſhant*: But if you have Branny Ground, or black little Stones mingled with little white things, then are you neareſt to *Silly*.

If you Sound thwart of *Uſhant*, and find ſmall white Sand, little ſhells, and ſome ſmall things Oazy and white, *Uſhant* will then bear about N. E. from you.

If you find long ſmall little things like Needles, then doth *Uſhant* bear S. E. from you: But if you find great red Sand, you muſt ſtand to the Northward, till you find white ſandy Ground, and long ſmall things; and then you may be certain, that you are in the entrance of the Chanel, and ſhot well in with the Sleeve.

Here, we leave the South-Weſt Coaſt of England, *and proceed on with the Coaſt of* France *from* Calice *to* Uſhant.

CHAP. XVI.

The Deſcription of the Coaſt of Picardy *and* Caux, *from* Calice *to the River of* Roan.

Blackneſs.

ABout a great League to the Weſtward of *Calice Clift*, lieth ***Blackneſs***, a foul out-point; thwart of it lie many Rocks alongſt the Shore: From *Blackneſs* to the River of ***Bullen***, lieth the Coaſt S. by E. three Leagues; a League to the Southward of the *Neſs*, the Land falleth in ſomewhat with a fair ſandy Bay. In this Bay lieth a Village; thwart of it in the ſandy Bay, is a very good Road for Eaſterly Winds, five, ſix, ten, and ſixteen fathom, according as you will lie from the Shore. For to Anchor here, you muſt bring the Steeple of the Village over the midſt of the Houſes. This Place is called St. *John*'s Road. A little to the Northward of the foreſaid Village, ſtands a Mill, with ſome Houſes; from thence to the Northwards you may not Anchor, for there the Ground is foul and ſtony. To the Southward of the Road towards the River of ***Bullen***, lie alſo ſome little Rocks alongſt the Coaſt, come not too near them.

St. Johns Road.

Bullen alias Bulloign. The Old-Man.

Upon the North part of the River of ***Bullen***, ſtandeth a high large Tower, called *la Tour d' Ordre*, and by Seamen the ***Old-Man***, a ſpecial Mark to know the River by. About a mile to the Northwards of this Tower, a little mile from the Shore, lieth a little Sunken Rock under Water, where a Hoy or Smack, may not go over.

Sunken Rock.

Bullen.

Upon the South point of the River of ***Bullen***, ſtandeth a Stone-Wall, and upon it a great Beacon, made of a Maſt; thwart of it from the South-point, lieth off a little Riff, or Shoal, that you muſt ſhun, and run cloſe aboard alongſt by the Head, which lieth at the North point, and hath been there lately made: When you are come within this Head, you muſt preſently let fall your Anchor and ride there; it is a Tide-Haven, where you muſt go in at High-water, and at Low water lie dry upon the Chindle. Before the River lieth a Bank, where they did uſe coming from the Southwards, to run in over it, in two fathom, and from the Northwards, in three fathom; but it is now to the Southwards deeper, by the ſcouring of the Water alongſt the foreſaid Head, which is made at the North-point.

Somme.

From the ***Old-Man***, or the River of ***Bullen***, to ***Somme***, the Courſe is South about eleven Leagues; between them lie alſo two other Rivers, ***Cauchy*** and ***Anty***; upon the firſt, lie *Eſtaples*, and *Monſtreul*, there you muſt go in amid Chanel, at High-water; within it falleth dry at Low-water.

To ſail into Somme.

You may ſail into the *Somme*, through two Chanels: From the Eaſt-point, called the ***Eaſt-down***, lieth off a Sand thwart before the Chanel; to the Weſtward of that Riff, lieth alſo another great Bank, between goeth in the Eaſter Chanel. For to ſail in there, bring St. *Vallery* a Cables length to the Weſtwards of the Weſt-point of the River, called the ***Oordel***, and run in ſo until you come near the foreſaid Weſt-point; and from thence cloſe alongſt by it: Or as ſoon as you get again deeper Water over the Bank, then up Eaſtward towards the Beacons. From the point of the ***Oordel***, lieth off to the Northwards, a little Riff, upon the end of it lieth a Buoy, which you muſt leave on your Starboard ſide, and run in cloſe about to the Northward of it. From the Point of the ***Oordel*** upwards, it is ſet all alongſt with Beacons; you muſt run alongſt cloſe by them, until you come within the Point of St. *Vallery*, where you muſt Anchor, and lie every Tide dry; the Sands there within do ſhift ſo often, that they cannot be deſcribed.

To ſail into the Weſter-Chanel.

For to ſail into the Weſter-Chanel, coming from the Eaſt, or the North; you muſt run alongſt by the Banks, in ſix or ſeven fathom Water, and not nearer, they are ſo ſteep, that a Ship ſitting againſt them with her Bowes, at the Stern hath three fathom. Coming towards the Land at the end of the Banks, you ſhall find a Buoy; or elſe if you come from the Weſt, bring ***Crotoy*** a Cables length within the ***Oordel***, and ſo ſail right in, you ſhall find the foreſaid outermoſt Buoy. Beſides this, there lie three other Buoys, whereof that foreſaid Buoy on the Point of the ***Oordel*** is the fourth, and the innermoſt: You muſt leave them all on the Starboard ſide towards the Land, and run in alongſt by them to the Northwards of them.

Theſe Chanels and Sands there within (all until paſt St. *Vallery*) fall at Low-water dry, the Buoys alſo fall dry; at half-Flood with an ordinary Tide, there is no more than two fathom Water. It is not good to go in there, before that two third parts of the Flood be ſpent. With an ordinary Tide it floweth there five or ſix fathom, but with Spring-Tide ſeven fathom. At High-water, and a Spring-Tides, you may ſail over all the Banks and Sands, with eight or ten foot Water; five Leagues upwards, lieth ***Abbeville***.

Thwart off the ***Somme*** into the Sea, it is ſhoal Water, five, ſix, ſeven, eight, nine, or ten fathom, three or four Leagues off. He that cometh from the Weſt, and findeth himſelf in dark and miſty Weather to be in ſuch ſhoaling, may be aſſured, not to be far from the ***Somme***. From the ***Old-Man*** to ***Diep***, the Courſe is S. S. W. 18 Leagues; but from the ***Somme*** to ***Diep***, S. W. half Weſt, nine Leagues. About half-way between the ***Somme*** and ***Diep***, lieth the River of ***Heu***: Within it on the North-ſide, lieth ***Treport***, being alſo a Tide-Haven, where you may go in at High-water, and at Low-water lie dry.

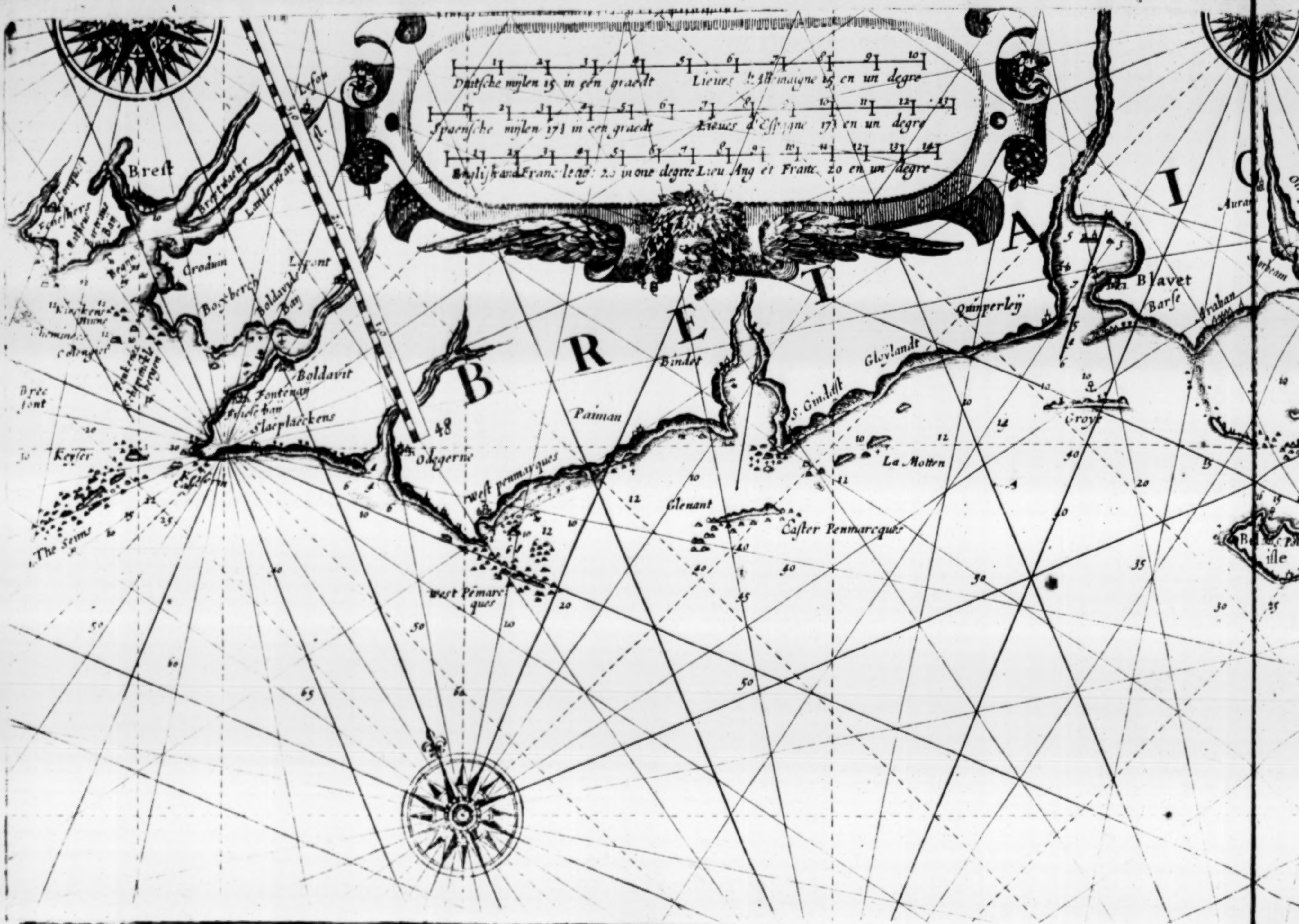
Treport.

Diep.

At the Eaſt-ſide of the Haven of ***Diep***, lieth a Vane of Rocks, and from it lieth a little Riff of Shindle towards the N. W. To the Southward of this Riff, goeth in the Chanel, about S. E. and within it is a very narrow and a ſhort Inlet; there lies three Buoys in the midſt of the Chanel, not above a Stones caſt one from the other, you may run in on both ſides of them; coming to the end of the Buoys, you muſt keep the middle of the Chanel, and run in between the Heads, until you come within the Town, and there make faſt with a Cable on the Shore. You may ſail in there at half-Flood, but not at half-Ebb; at Low-water it falleth dry, but within at the Town, you may ride on float: At High-water there is three fathom, or at the higheſt not above three and a half fathom Water; there are always Pilots ready to bring Ships in.

St. Vallery in Caux.

From ***Diep*** to St. ***Vallery*** in ***Caux***, it is S. W. by W. four Leagues; this is alſo a Tide-Haven, where you muſt go in at High-water. It is a narrow Chanel, where you go in between two Heads, there is neither Sand nor Bank before it that can hurt you: Being come in, you may let your Anchor fall, and make you faſt with a


Duitsche mijlen 15 in een graedt
Lieues d'Allemaigne 15 en un degre
Spaensche mijlen 17½ in een graedt
Lieues d'Espaigne 17½ en un degre
English and France leag: 20 in one degre
Lieu Ang et Franc 20 en un degre
B R E T A I G
Brest
Conquest
Fonesters
Bertheaume
Brest water
Landerneau
Lefon
Camarets Bay
Bregon
Crodun
Boxberch
Boldavids Bay
Lofont
Kinckens Mune
Chemine
Colengier
Fontenay
Schepmakers bergen
Boldavit
Fontenay
Fosiede baij
Slaeplaeckens
Bree font
Keyser
Keiserin
The Seims
Odegerne
Westpenmarques
West Pemarcques
Paiman
Bindet
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Blavet
Barse
Belle isle
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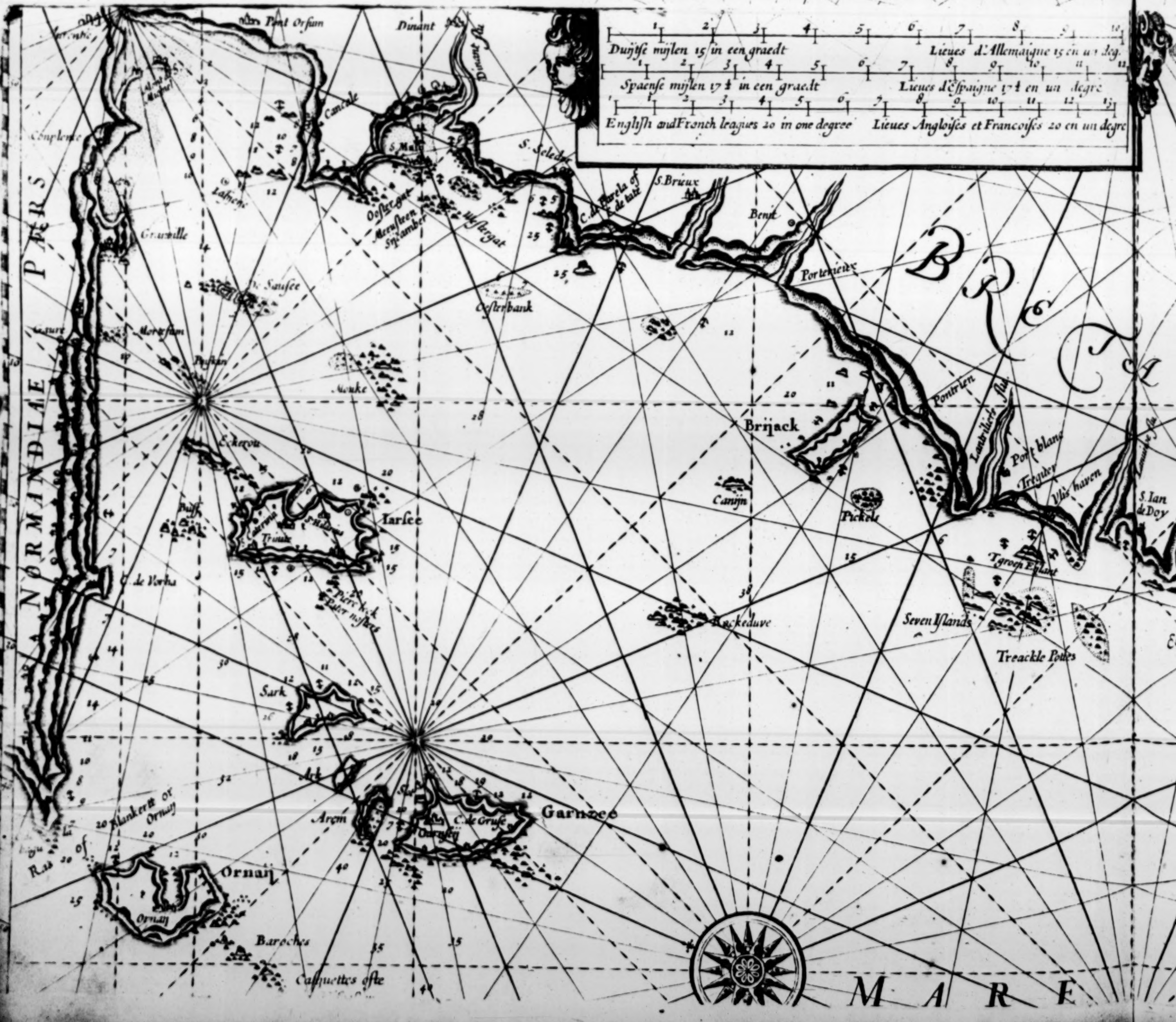
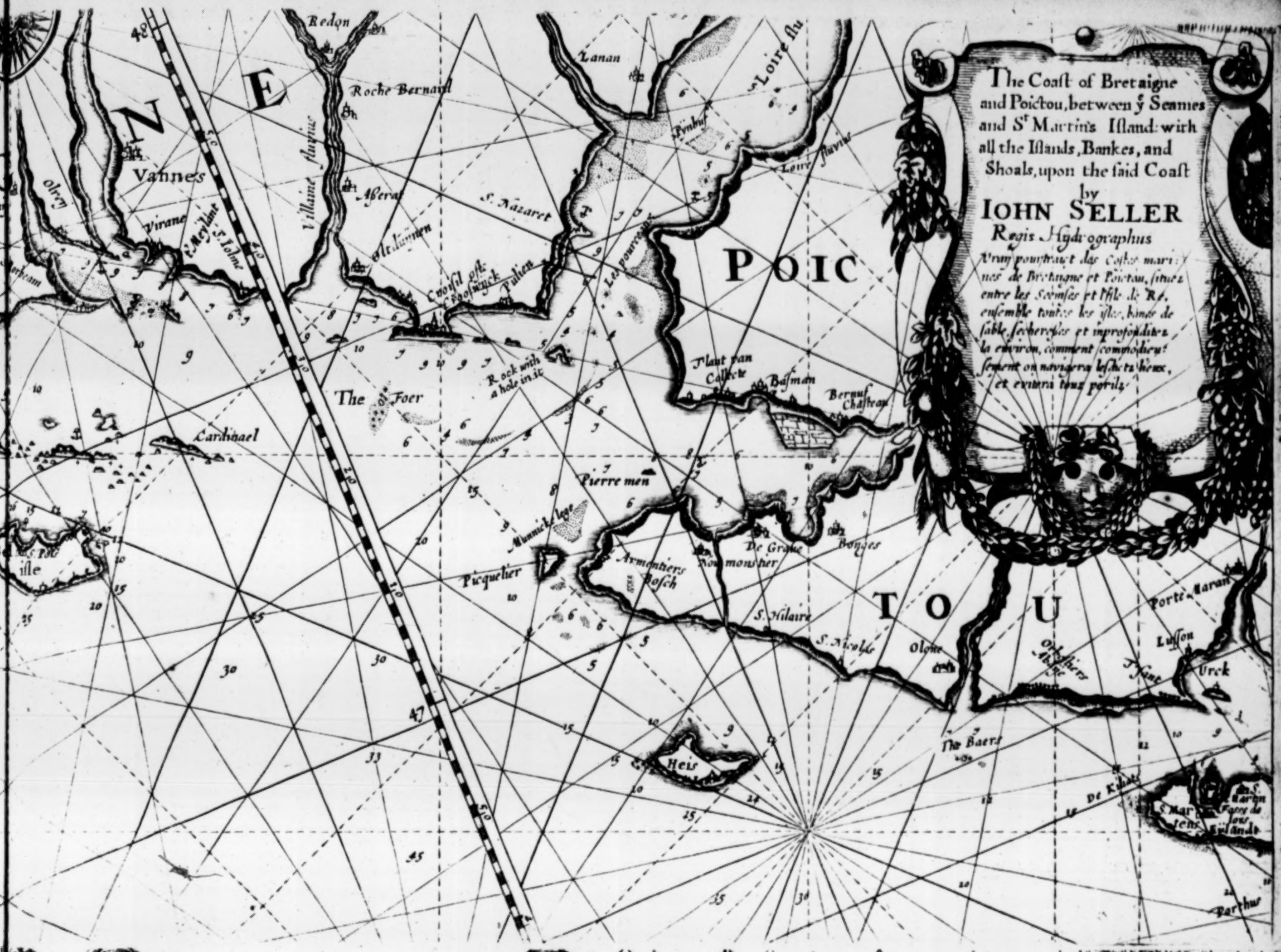

Duijtse mijlen 15 in een graedt
Lieues d'Allemaigne 15 en un deg.
Spaense mijlen 17½ in een graedt
Lieues d'Espaigne 17½ en un degre
English and French leagues 20 in one degree
Lieues Angloises et Francoises 20 en un degre
NORMANDIAE PARS
B R E T A
Pont Orsun
Dinant
Dinant Flu
Cancale
S. Malo
S. Seledoc
S. Brieux
C. de Freela of C. de tate
Benit
Portenieux
Oostergat
Meersteen
Spamber
Westergat
Oosterbank
Mont S. Michel
Lafneste
Conplance
Granville
De Sausee
Mortesum
Monke
Pesken
Eckerou
Buss
Iarsee
S. Helerius
Trinite
C. de Vorhs
Pierre bock
Pater nosters
Sark
Ark
Arem
Garnsee
C. de Gruse
Blankertt or Ornaij
Ras of
Ornaij
Baroches
Casquettes ofte
Brijack
Canijn
Pickels
Rackeduve
Pontrien
Lantrilliers flu
Port blang
Treguer
Vlis haven
S. Ian de Doy
Tgroen Eylant
Seven Islands
Treackle Potes
MARE



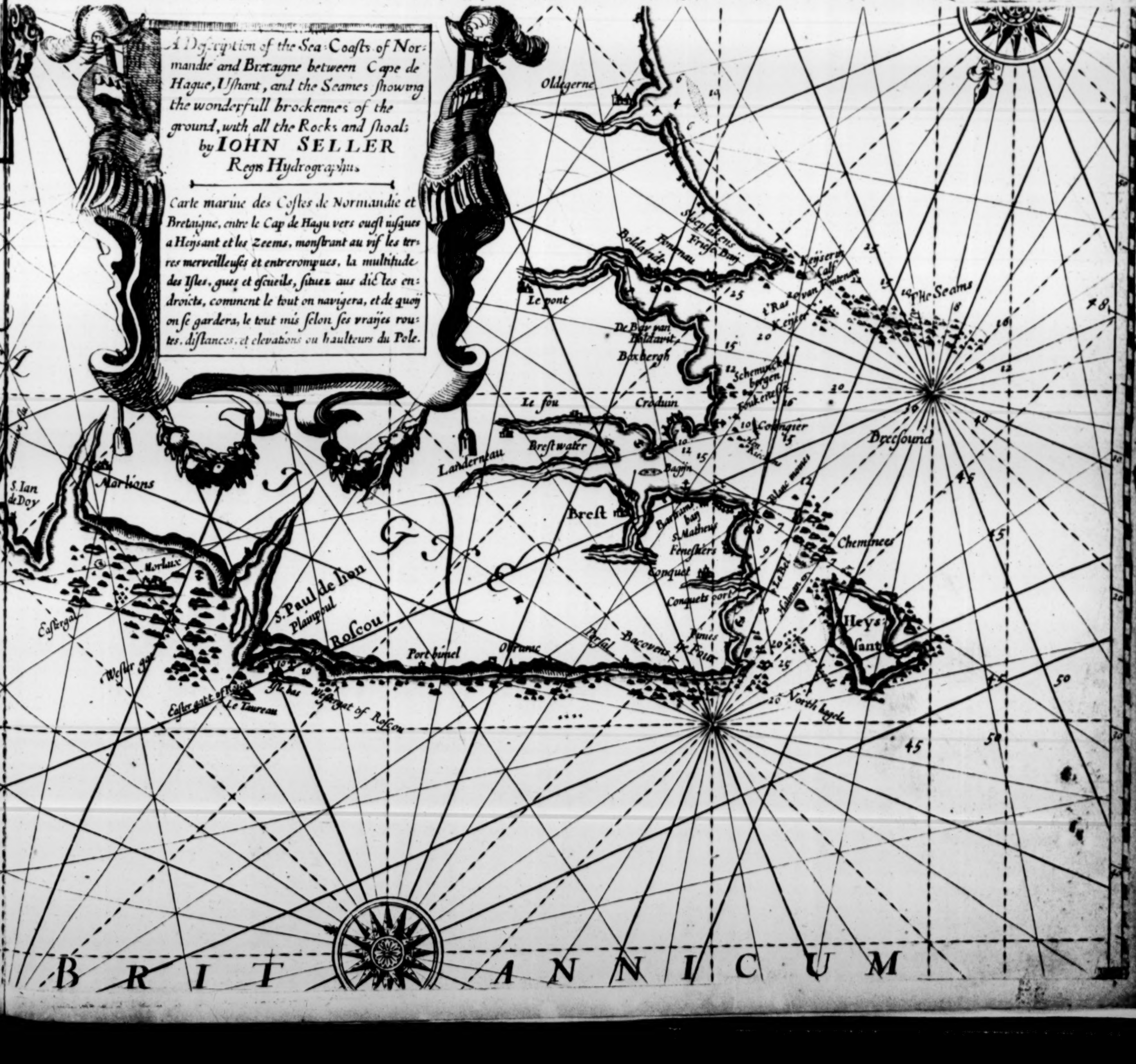
The Coaſt of Bretaigne and Poictou, between ye Seames and St Martin's Iſland: with all the Iſlands, Bankes, and Shoals, upon the ſaid Coaſt

by

IOHN SELLER

Regis Hydrographus

Vray pourtraict des Coſtes marines de Bretagne et Poictou, ſituez entre les Seimſes et l'Iſle de Re, enſemble toutes les iſles, bancs de ſable, ſecheresſes et improfonditez la environ, comment commodieuſement on navigera les dicts lieux, et evitera tous perils.



A Deſcription of the Sea-Coaſts of Normandie and Bretaigne between Cape de Hague, Uſhant, and the Seames ſhowing the wonderfull brockennes of the ground, with all the Rocks and ſhoals

by **IOHN SELLER**

Regis Hydrographus

Carte marine des Coſtes de Normandie et Bretaigne, entre le Cap de Hagu vers ouest juſques a Heyſant et les Zeems, monſtrant au vif les terres merveilleuſes et entrerompues, la multitude des Iſles, gues et eſcueils, ſituez aus dictes endroicts, comment le tout on navigera, et de quoy on ſe gardera, le tout mis ſelon ſes vrayes routes, diſtances, et elevations ou haulteurs du Pole.

BRITISH
MUSEUM

Cable on the Shore. He that hath neither Cable nor Anchor, may (being come in) run his Ship on Shore in the Shindle, and ſo ſave his Ship and Goods without dammage.

Fecam.

From St. *Vallery* to *Fecam*, it is W. S. W. five Leagues, and it is a deep Tide-Haven at low-water, little leſs than two fathom Water. Near the Eaſt-ſide of the Havens Mouth, lieth a Bank, you may with ſmall Ships ſail in through betwixt It and the Land, and ſo run in, ſounding and borrowing in eight or nine foot alongſt by the Eaſt ſhore, which is flat. For to ſail in to the Weſtwards of this Bank, you muſt keep the Tower of *Fecam* without the Land, or without the Weſt-point of the Haven, and then it ſhall be S. S. E. from you: Run upon that Mark into the Haven, then the foreſaid Sand ſhall remain on the Larboard ſide of you: at half-Flood you ſhall have in the Havens Mouth two fathom Water; being come in before the Town, you may Anchor there by the Weſtern-ſhore, in three fathom.

Struy-ſaert.

From *Fecam* to Cape *de Caux* (a little to the Eaſtward of *Struyſaert*) it is W.S.W. three little Leagues: Without the Point of *Struyſaert*, lie two or three high ſharp Rocks; from Cape *de Caux*, or thence to *Seynhead*, it is South, and S. by W. two Leagues and a half.

Seynhead.

About N. W. from *Seynhead*, lieth a Bank, upon which at Low-water, remaineth no more than two fathom and a half. When the Town of *New Haven* cometh without *Seynhead*, then are you thwart of the Bank: For to avoid it, run in cloſe aboard the *Seynhead*, alongſt until you come within the firſt Mill, there let fall your Anchor in ſix fathom, and ſtay for a Pilot to bring you into the Haven.

To ſail into the River of Roan.

For to ſail into the River of *Roan*, coming from the North, or the Eaſt; you muſt run cloſe aboard the Land to the Northwards of the *Seynhead*, and alongſt by it ſo long, until the South-ſide of the River come unto the Point of *Seynhead*; then run in with it, until the Land to the Eaſtwards of *New Haven*, come without *New Haven*, ſail then unto *New-Haven*; or elſe, if you will go without, about the Bank and the *Rettiers*, then edge over to the Weſtwards, ſo far from the Land, until the River opens; ſail then towards *Tochet*-point, and run in upon your Lead by it; Rettiers. there is at High-water three fathom, and at Low-water one fathom. The *Rettiers* is a ſtony Bank lying in the midſt of *Seyn*, lying up towards the Point of *Honſlear*; at Low-water in ſome places dry, at half-Flood it is to the Southward three fathom, but to the Northwards two fathom deep. When the Land of *Caen* is without the Point of *Seynhead*, and you ſail South, then you run to the Weſtwards of it, or without it. Or elſe, if you keep *Struyſaert* a Handſpikes length without the Land of *Seynhead*, then you run alſo without it.

Haver de Grace, or New-Haven. Sein.

At *Haver de Grace*, or *New-Haven*, you muſt go in at High-water, and within lie every Tide dry.

The River of *Seyn* muſt be ſailed into with the Tide when the beſt of the Flood is ſpent, then you muſt ſail alongſt by the Land upon your Lead, until you open the River; when the South Caſtle of *New-Haven* cometh over the Eaſt Head and the Mill, run in keeping them ſo, and you will go clear of the *Rettiers*, and can take no hurt of the Bank that lieth off *Seynhead*, and come to an Anchor half-ways betwixt the Caſtle and the *Seynhead*, and there ſtay for a Pilot: If there come none off, then ſail from thence right with the Caſtle that ſtandeth upon the Head; there it is deepeſt Water.

To ſail from *New-Haven* upwards towards *Roan*, is not eaſie to be done without a Pilot; you muſt go with the Tide through the firſt Travaille, or Banks, which lie from *New-Haven* to *Honſlaer* S. E. alongſt by the South Land, and from thence alongſt to the North-ſide of the River to *Quillibeuf*; being come there, you are through the firſt Travaille. You muſt alſo be well adviſed, and take good heed, for the ſtrong Spring, by the *Normans* called *La Barre*, which every Tide cometh on ſo ſtrong with the Flood, that Anchors and Cables can hardly hold a Ship, for that and other Dangers. It is not convenient to ſail up the River without a Pilot.

Of the Tides and Courſes of the Streams.

Before *Calice* and *Blackneſs*, the Flood ſetteth the firſt Quarter of the Flood to the Land, afterwards N. N. E.

Betwixt *Blackneſs* and *Bullen*, the Flood ſetteth N. and by E. by the Land, but in the *Offing*, N. N. E. a S. S. E. Moon maketh there high-water.

Betwixt *Bullen*, *Diep*, and before the *Somme*, the Flood ſetteth the firſt Quarter to the Land, afterwards N. E. by E. and the Ebb S. W. by W.

Betwixt *Diep* and *Struyſaert*, in the Fair-way, the Flood ſetteth N. E. by E. and the Ebb S. W. by W.

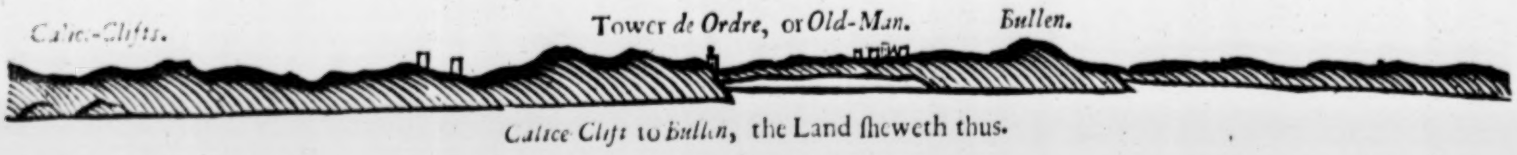
At *New-Haven*, and the River of *Roan*, a S. E. Moon maketh high water.

From *Struyſaert* to *Caen* in the *Foſs*, the Flood ſetteth S. S. W. and the Ebb N. N. E.

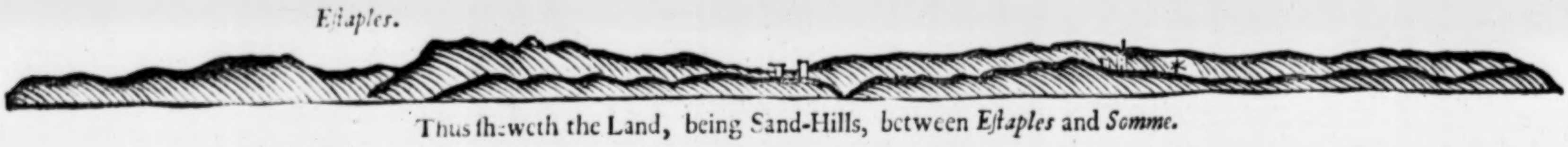
Courſes and Diſtances.

From *Calice* to *Blackneſs*, S. W. half W.	4 miles.
From *Blackneſs* to the *Old-Man*, S. by E.	3 leagues.
From *Blackneſs* to *Somme*, S. half E.	13 or 14 leagues.
From the *Somme* to *Treport*, S. W.	5 leagues.
From *Treport* to *Diep*, S. W. by W.	4 leagues.
From *Diep* to *Fecam*, W. S. W. half S.	9 leagues.
From *Fecam* to *Struyſaert*, S. W. by W. half W.	3 leag.
From *Struyſaert* to *Seynhead*, S. by W.	2 leagues ½.
From *Seynhead* to *Caen* in the *Foſs*, S. W. by S.	7 or 8 leagues.
From *Blackneſs* to *Diep*, S. by W. a little Southerly,	21 leagues.
From *Blackneſs* to *Sruyſaert*, or Cape *de Caux*, S. W. by S.	31 leagues.
From *Blackneſs* to the *Caskets*, W. S. W.	55 leagues.
From *Blackneſs* to the *Wight*, W. half S.	37 leagues.
From *Blackneſs* to *Beachy*, Weſt,	19 or 20 leagues.
From *Diep* to the *Wight*, W. N. W.	36 leagues.
From *Diep* to *Beachy*, N. W. by N.	24 leagues.
From *Diep* to *Dover*, North,	26 or 27 leagues.
From *Seynhead* to Cape *de Barfluer*, or the Point of *Sherburgh*, W. by N.	16 or 17 leagues.
From *Seynhead* to *Portland*, N. W. by W.	40 leagues.
From *Struyſaert*, to the Eaſt-end of the *Wight*, N. W. half North,	29 leagues.
From *Struyſaert* to *Beachy*, North,	26 leagues.
From *Struyſaert* to *Fairlee*, N. half E.	29 leagues.
From *Struyſaert* to the South *Foreland*, N. N. E.	35 leagues.

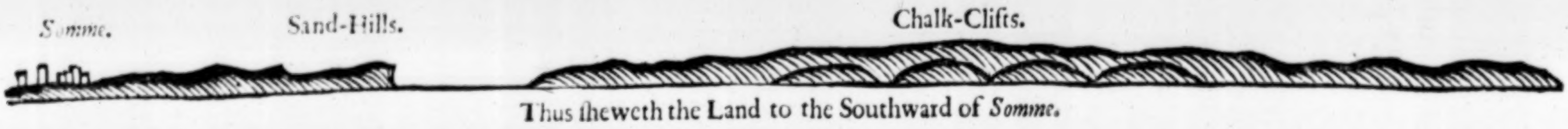
How theſe Lands appear at Sea.


Calice-Cliſts.
Tower *de Ordre*, or *Old-Man.*
Bullen.

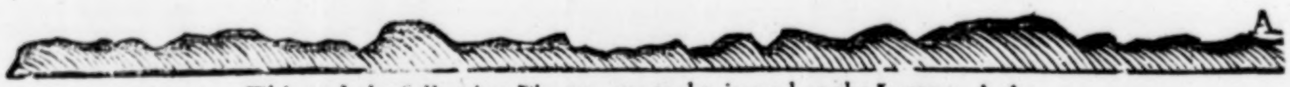
Calice Cliſt to *Bullen*, the Land ſheweth thus.



Thus ſheweth the Land, being Sand-Hills, between *Eſtaples* and *Somme*.


Somme.
Sand-Hills.
Chalk-Cliſts.

Thus ſheweth the Land to the Southward of *Somme*.



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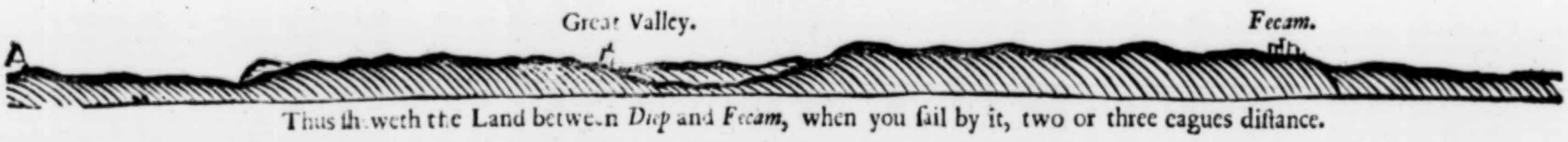
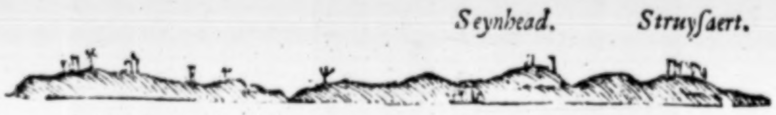


Thus ſheweth the Land between *Dip* and *Fecam*, when you ſail by it, two or three Leagues diſtance.



Thus ſheweth *Struyſaert* and *Seynhead*, ſailing alongſt it.

CHAP. XVII.

The Coaſt of Normandy, *from the River of* Roan, *unto* Cape de Hague *and the* Caſquets.

Tochet.

Foſs of Caen.

TWo or three Leagues to the Southward of the River of *Roan,* lieth a Tide-Haven, called *Tochet*, on the Weſt-ſide of the Entry ſtandeth a Beacon; by it you muſt go in, or you may ſound it in by the Eaſtern-ſhorn. S.W. or S.W. by S. from the Point of *Seynhead*, about ſix or ſeven Leagues off, lie many Banks a good way into the Sea; you may ſail on both ſides of them (as well to the Eaſtwards, as to the Weſtwards) into the *Foſs* of *Caen*, which lieth almoſt South, and is in a Bay. At the Weſt-ſide lieth a Shindle, where you may ride within it; it is wide and broad, and all ſandy Strand, the Eaſt-Land is Sand-Hills, and far off flat, having ſix and ſeven fathom water on it; there you may go in with Soundings.

Cape de Barfleur.

St. Marques.

From *Seynhead* to Cape *de Barfleur*, the Courſe is W. by N. 16 or 17 Leagues. About three Leagues to the Eaſtward of it, lie the Iſlands of St. *Marques*; you may ſail round about them, but it is not there very clean.

La Honge.

A League to the Weſtwards of the Iſlands of St. *Marques*, lieth *La Honge*, a flat Tower; to the Weſtwards of it lieth the Point of *Barfleur*. Betwixt both is a great Bay, where you may lie in ſix or ſeven fathom Water, Landlockt for a N. N. W. Wind, a N. E. Wind bloweth there right in.

Sunken Rock.

From Cape *Barfleur* (which lieth N. W. from you when you lie in the Road) lieth off a Bank, or Riff, yet a Ship may go over it. N. E. a League and an half off from the foreſaid Point, lieth a Rock under Water, which muſt be avoided.

Sherborough.

Cape de Wyck.

From Cape *de Barfleur* to *Shirborough*, it is W.N.W. four or five Leagues, that is a little Tide-Haven. To the Weſtwards of the Point of *Barfleur*, lie ſome foul Grounds; if you keep the high Land of *Sherborough* without Cape *de Wyck*, is a good Road in ſix fathom Water, a little to the Eaſtwards of the two high Rocks in a ſandy Bay.

Foſs de Moberille.

Cape de Hague.

Before *Sherborough* lie ſome Rocks, or little Iſlands, which are clear round about; to the Weſtward of it lieth a Tide-Haven, called the *Foſs de Moberille*: Before it on both ſides, lie four or five high Rocks; at high-water you may run through betwixt them, and ſo into the Haven. Two Leagues to the Weſtward of it, lieth Cape *de Hague*.

Ornay.

Two Leagues W. by N. from Cape *de Hague*, lieth the Iſland *Alderney*, or *Ornay*, betwixt them goeth the Race of *Blankert*, or *Ornay*, through. *Ornay* is about three Leagues long, and lieth Eaſt and weſt; the Eaſt-end is clean, you may ſail reaſonable cloſe alongſt by it, but the Weſt-end is very foul: There lie ſome little Iſlands cloſe by the Weſt-end, being paſt them, you may ſail towards *Jerſey* without danger. To the Southwards of the foreſaid little Iſlands, at the Weſt-end of *Ornay*, lieth a Ledge of Rocks; within it on the South-ſide it is clean, except at the South-point, that is alſo foul. If you will Anchor on the South-ſide of *Ornay*, you muſt be mindful thereof, and Anchor a little to the Eaſtward of the Tide-Haven. From the Weſt-end of *Ornay*, lieth a great many Rocks, W. by N. and W. N. W. off, 3 or 4. Leagues into the Sea.

The outermoſt and Weſtermoſt, is a great high Rock, with many other ſmall Rocks about it. Half-betwixt this great Rock and *Ornay*, lieth another great Rock, but not ſo high as the foreſaid Weſtermoſt; from it lie off a great many Rocks towards the outermoſt, which fall dry at low-water, but at high-water many are covered; theſe two great Rocks are called the *Caskets*. Cloſe by the Weſt-end of *Ornay*, towards the *Caskets*, lie other two great Ranges of Rocks, called the *Barroches*.

Of the Depths and Marks to know the Land by.

About Cape *de Barfleur* and *Sherborough*, 4 Leagues from the Land, there is 30 fathom Water. *Barfleur* is a high Point; upon the low white Land ſtandeth a flat Tower, two Mills and ſome little Houſes, and to the Weſtwards of it is more white Land.

Upon Cape *de Hague* ſtandeth a Caſtle, with a little Terret; a little to the Eaſtward of it in the Land, ſtandeth a Spire Tower: Two Leagues to the Eaſtward of it, lieth *Sherborough*, with a flat Steeple.

The Iſland *Ornay* is upon the Weſt-end, high, with a ſloping Point: The Eaſt-end hath Hommocks, and lower than the Weſt-end; in ſailing by it, you may ſee a Tower or two upon it, with ſome Mills. Upon the North-ſide of the Iſland lieth a white Hill, like a Sand-Hill.

To the Northwards of the *Caskets*, two Leagues from Land, it is 35, and 40 fathom deep.

Of the Flowing and Setting of the Tides.

Before the Haven of *Caen*, a S. S. E. Moon maketh high-water, within the Haven a S. by E. Moon.

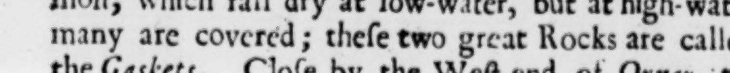
At *Marbol la Honge*, *Barfleur*, *Sherborough*, and Cape *de Hague*, by the Shore, a S. by E. Moon.

From *Seynhead* to *Barfleur*, the Flood ſetteth by the Land E. by N. but in the Chanel, the Flood runneth E. N. E.

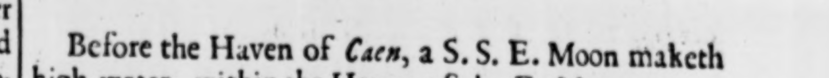
Courſes and Diſtances.

From *Caen* to *Barfleur*, N. W. half N.	16 leagues.
From Cape *Barfleur* to Cape *de Hague*, W. N. W.	8 leagues.
From Cape *de Hague* to *Ornay*, W. by N.	2 leagues.
From *Ornay* to *Caskets*, W. N. W.	3 or 4 leagues.
From the *Caskets* to *Beachy*, N. E. by E.	38 leagues.
From the *Caskets* to *Wight*, N. E. by N.	20 leagues.
From the *Caskets* to *Portland*, N. by W.	14 or 15 leagues.
From the *Caskets* to the *Start*, W. N. W.	20 leagues.
From the *Caskets* to *Silly*, Weſt, ſomewhat Northerly,	56 leagues.

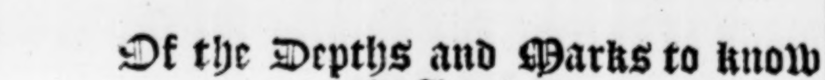
How theſe Lands appear at Sea.



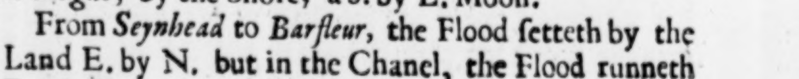
Thus ſheweth the Land of *Caen*, four Leagues off.



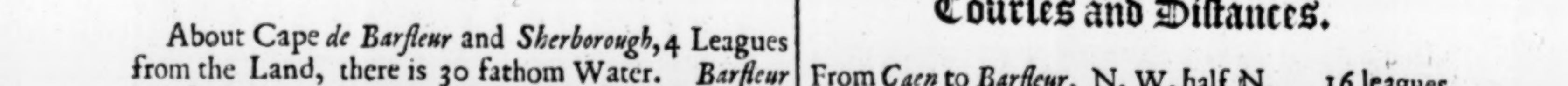
Thus ſheweth the Land of *Sherborough*, and the Land to the Weſtward of it, being S. E. 4 Leagues off.



Thus ſheweth *Ornay*, four Leagues off.



Thus ſheweth *Ornay*, with the *Caskets*, 3 or 4 Leagues off.



Thus ſheweth *Ornay*, with the *Caskets*, when you are S. E. 3 or 4 Leagues off.

CHAP. XVIII.

The Coaſt of Normandy *and* Britanny, *betwixt* Cape de Hague, *and* Roſcow, *and the Iſlands thereabouts.*

From the Eaſt-point of *Ornay*, to the Eaſt-end of *Garnſey* (ſailing to the Southwards of *Ornay*) the Courſe is W. S. W. ſeven Leagues; but from the *Caskets* to the Weſt-end of *Garnſey*, S. W. by S. ſeven Leagues.

Road under Garnſey.

If you will Anchor under *Garnſey* (coming from the *Caskets*) then run to the N. E. Point of *Garnſey*, and ſo far to the Eaſtward of it, until you get ſight of the Caſtle that ſtandeth upon the Rock on the Eaſt-ſide of *Garnſey*. Or if you come about to the Weſtward of the *Caskets*, then go on S. E. or ſomewhat more Southerly, until the N. E. Point of *Garnſey* be S. by W. from you; ſail then towards it until you come in ſight of that foreſaid Caſtle upon the Rock, bring that over the South-point of *Garnſey*, and ſail in by that Mark, betwixt the Iſland *Arm*, or *Harm*, and *Garnſey*, towards the foreſaid Caſtle. Betwixt theſe Iſlands, it is on both ſides full of Rocks, whereof you muſt take heed, eſpecially on the Larboard ſide towards *Arm*; when you are come by the Caſtle, you may Anchor within or without it, where you pleaſe: Without the Caſtle is 12 or 13 fathom, or within the Caſtle (that is, betwixt the Caſtle and *Garnſey*) in ſix or ſeven fathom at low-water; it doth flow there ſix or ſeven fathom.

Under the South-ſide of *Garnſey*, you may ride in a

Cape de Gruſe.

a N. W. North, and N. E. Winds. If you come from the Weſt, or from the *Caskets*, you muſt run cloſe about by the S. W. Point, called Cape *de Gruſe*, and alongſt by the South ſide of the Iſland, near half-ways the Iſland. Anchor where you think good, in 18 or 19 fathom. If the Wind ſhift to the S. W. or to the W. S. W. then yon may run about by the South-point, unto the foreſaid Caſtle, and Anchor there either within, or without it, as aforeſaid: From the aforeſaid Point, lieth off a little ledg of Rocks, ſome above and ſome under Water, which you muſt avoid when you ſail about it.

Rockduve.

S. by W. and S. S. W. about eight Leagues from *Garnſey*, lieth a great ledge of Rocks, more than a League long, called *Rockduve*.

Bernovil.

W. by S. from *Rockduve*, lieth a Rock, called *Bernovil*; which at high water is covered, and at low-water is dry.

Sark.

About two Leagues Eaſt from *Garnſey*, lieth the Iſland *Sark*, there you may Anchor any where about it in 25, 26, and 27 fathom. From the North-end lie off ſome Rocks, ſome above, and ſome under Water; at the South-end alſo lie ſome Rocks, all above Water.

Ark. Arm.

Betwixt *Garnſey* and *Sark*, lie two other little Iſlands, *Ark*, and *Arm*, or *Harm*; you may ſail betwixt them.

Pater-Noſters. St. Katherines Bay.

The Iſland *Jerſey* lieth from *Garnſey*, S. E. diſtance 6 or 7 Leagues: Round this Iſland are good Roads at divers places; all alongſt the North-ſide, you may Anchor in 10 and 11 fathom Water. At the North-ſide, ſomewhat within the Weſt-point, lie ſome great Rocks, a good way off from the Shore, called the *Pater-Noſters*; at the South-weſt Point lie many Rocks, which lie off a great way into the Sea. To the Northward of them, to wit, betwixt them and the Weſtermoſt Point, at the Weſt-ſide of *Jerſey*, you may Anchor at divers places in 10, 11, and 12 fathom Water. At the South-ſide of *Jerſey* is alſo a good Road for N. and W. N. W. Winds. At the Eaſt-ſide lies St. *Katherines* Bay, there is alſo a very good Road for Weſterly Winds.

Mankiers.

The Weſt-end of *Jerſey* and St. *Malloes*, or the Iſland *Siſember*, before St. *Malloes*, lie S. by E. and N. by W. eight or nine Leagues aſunder. About half-way betwixt both, in the Fair-way, lieth many high Rocks together, which are ſeven or eight Leagues about, called the *Mankiers*, they lie far towards *Jerſey*, ſome above, and many under Water, ſo that it is dangerous to run through betwixt *Jerſey* and the *Mankiers*.

They which ſail through the Race of *Blankert*, or *Ornay*, bound for St. *Malloes*, run commonly betwixt *Sark* and *Jerſey*: You may alſo ſail to the Eaſtwards of all the Iſlands and Shoals, alongſt the Coaſt of *Normandy*, towards St. *Malloes*, as followeth.

Cape Vorha. Le Beuf, or Buff. Morteſum

When you come a little paſt Cape *Vorha*, you ſhall meet (thwart of the Iſland of *Jerſey*) with 3 or 4 high Rocks, called *Le Beuf*, or *Buff*, you may run to the Weſtwards of them, and ſo through betwixt them and the Iſland of *Jerſey*, or elſe to the Eaſtwards of them alongſt by the Main Land, as you will, towards the Riff of *Morteſum*, that lieth upon the Coaſt of *Normandy*, S. S. E. from Cape *Vorha*.

Buſkin. Granville.

Over againſt, or thwart the Riff of *Morteſum*, lieth a Vane of Rocks, lying Eaſt and Weſt, more than a League in length, called *Buſkin*; at the Eaſt-end many of them lie above, and at the Weſt-end moſt of them lie under Water; you muſt ſail through betwixt them and the Riff of *Morteſum*, that are bound for *Granville*.

Eckeron.

Betwixt the foreſaid Rocks, *Buff* and *Buſkin*, lieth another great Vane of Rocks, called *Eckeron*, which lie off from the South-eaſt Point of *Jerſey*, towards *Granville*; you muſt leave all theſe Rocks on the Starboard ſide, and run alongſt to the Eaſtwards of them.

From the Riff of *Morteſum* to *Granville*; the Courſe is S. S. E. and from *Buſkin*, S. E. 4 Leagues.

Cape *Vorha* and *Granville*, are two Points that lie without the other Land. About the South-point off *Granville*, lie two or three little Rocks, along by them you muſt run in with the Peer, or Head, where the Ships lie dry at low-water.

Morteſum.

Betwixt Cape *de Hague* and *Granville*, you may ſee upon the Land, many little Houſes, Mills, and Trees, as you ſail along by it. A little to the Southwards of the Ledg of *Morteſum*, ſtands a Church with two Steeples, called *Quotanſe*. All alongſt this whole Coaſt is very good Anchoring in 6 or 7 fathom, eſpecially a little to the Southward of Cape *de Hague*.

La Sauſee.

About two Leagues Weſt of the Point of *Granville*, lieth another great Ledg of Rocks two Leagues long, lying Eaſt and Weſt, called *La Sauſee*; betwixt them and the Point of *Granville*, they muſt ſail through that are bound for *Concale*, or St. *Malloes*.

Mount St. Michael.

About five Leagues to the Southward of *Granville*, in a great Bay, lieth an Iſland before the River of *Aurantie*, about a League without the Land, called *Mount St. Michael*; upon it ſtandeth a Caſtle, called by the ſame name, with a high Tower, which may be ſeen many Leagues at Sea. This Bay lieth to the Southward of *Granville*, within the Rocks of *Concale*; the Ground is riſing from 13 fathom to 10, 8, 6, 4, and ſo to one fathom; in ſo much that at low-water, the Bay falleth dry ſo far, that from the Strand you can ſee no Water.

Concale.

From *Granville* to the Point of *Concale*, the Courſe is S. W. five Leagues; from that Eaſtward, lie three Rocks, under which you may ride in ten fathom: For to ſail to the Town, you muſt run betwixt the Point and the foreſaid Rocks, between which you will have 8 or 9 fathom Water, but before the Town it is ſhoaler. To the Northward of the Town lie other two Rocks, under which you may alſo ride in 5 or 6 fathom.

St. Malloes. Siſember. Mewſtone.

From the outermoſt Rocks, by the Point of *Concale*, until you come before St. *Maloes*, the Courſe is Weſt, and W. by S. five Leagues. Before the Haven of St. *Malloes*, lieth an Iſland, called *Siſember*, upon the Weſt-end thereof ſtandeth a Mill, and upon the Eaſt-end a Church, with ſome little Houſes, being a Friery; coming out of the Sea, you can but juſt ſee the Church, but being within the Iſland, you may ſee it better, becauſe it ſtandeth on the South-ſide of the Iſland. About a Gun-ſhot to the Eaſtward of *Siſember*, lieth a great high Rock, called the *Mewſtone*; betwixt that and *Siſember*, it's all full of Rocks, which at high-water, are covered for the moſt part. There is a little Chanel betwixt them both, which the *Frenchmen* uſe with their ſmall Ships, but for great Ships it is not good, nor for them that are not well acquainted.

The Chanel la Congie, or Eaſter-Chanel. Little Bee. Great Bee.

Betwixt the *Mewſtone*, and ſome Rocks to the Eaſtwards of it, lieth in a Chanel South, and S. by E. called *La Conge*. To ſail in there, you muſt run cloſe aboard to the Eaſtward of the *Mewſtone*, S. by E. right in with the Town, till you are gotten in two thirds of the diſtance, between the *Mewſtone* and the Town, then you may ſee by the N. W. Point of the Town, two great Rocks, about a Gun-ſhot from the foreſaid Point: Upon each Rock ſtandeth a little Houſe, the outermoſt is the ſmalleſt, and is called the *Little Bee*; the other is called the *Great Bee*;

ſail towards theſe, and run in within a Cables length of them: But keep that Courſe until the little Tower, that ſtandeth a little to the Southward of the Town on the Point, come over the Tower of *Bore*, a little to the Eaſtwards of ***Saledoor***, keep them one over the other, and ſail ſo in unto the South-end of the Town, where the Mills ſtand, then you will ſee upon the Rocks two Beacons, run through betwixt them at high-water, until you come within the Town. At the Eaſt-ſide the Ships lie moared with four Cables, two Faſts at the Town, and two upon the Sand. Betwixt the two foreſaid Beacons to the Southward of the Town, the Ground is bad and ſharp, therefore you muſt take heed and not ground there at low-water; but within the Eaſt-ſide of the Town, it's clean Sandy Ground. A little within, or to the Southward of the *Little Beé*, you may ride in five and ſix fathom at low-water, ſo that you bring the Tower of *Bore* a little to the Eaſtwards of the little Tower upon the Point of the Southward of the Town, that Road is called by the *French*, ***La Ranſe***, where they commonly firſt Anchor, and ſtay for high-water, for to go in about to the Southward of the Town. It floweth at St. *Malloes*, and thereabouts with an ordinary Tide, ſeven fathom up and down.

Road la Ranſe.

The Weſtern Chanel of St. Malloes.

From the Weſt-end of *Siſember* Weſtward, lie off alſo a great many Rocks above a Gun-ſhot from the Shore, at the end of them goeth in the Weſtern Chanel of St. *Malloes*, E. by N. in. For to ſail in there, you muſt look out for a little Spire Tower, that lies ſomewhat to the North-Eaſtward of St. *Malloes*, within the Land, called *Pellemy*; when you have brought that to bear E. by N. from you, then you will ſee near the Shore right againſt it a great black Rock, blacker than any other Rocks thereabouts, and eaſily known; bring that Rock and the foreſaid little Tower one in the other, and ſail right in, till you come thwart of the Iſland *Siſember*, or elſe the little Tower on the Point to the Southward of the Town, bear with the Tower of *Bore*, to the Eaſtward of *Saledoor*, ſail then towards the Road ***La Ranſe***, to the Southward of the *Little Bee*; or elſe if it be high-water, you may run in upon the Marks, and then in about to the Southwards of the Town, as aforeſaid. When you ſail in

Scoorſtone

at the Weſtern Chanel, you muſt leave a high Rock on your Starboard ſide, which is called *Scoorſtone*, with many other Rocks to the Weſtward of it, which at high-water are moſt covered. On the North, or Larboard ſide, lie alſo many Rocks, which at high-water are moſt covered.

The Souther Chanel.

To the Southward of the Rock of St. *Anthony*, lieth in another Chanel alſo, but not much frequented, except by ſmall Ships.

Stone-Bank.

La May.

About half way betwixt the Weſtern Chanel of St. *Malloes*, and Cape *Farela*, lieth a Shoal, and a little to the Weſtward of Cape *Farela*, lieth a great Rock, called *La May*. When you would (from Cape *Farela*) ſail towards St. *Malloes*, and keep the ſaid Rock right upon the Point of *Farela*, you then ſail right upon the foreſaid Shoal, but if you keep the Rock hid behind the Point, you will go to the Southward of it, or elſe if you keep it without the Point, ſo that you may ſee through betwixt it and the Point, you will then go to the Northwird of it. The foreſaid Rock is a good Mark to know Cape *Farela* by, you muſt not ſail betwixt it and the Cape. Three Leagues Weſt from St. *Malloes*, lieth a great Sandy Bay, where you may lie Landlockt in all Winds; you Anchor there within a great Rock right againſt a Mill, having ſome Trees about it.

C. Farela, or Cape de Late.

About two Leagues N. W. from that Sandy-Bay, lieth Cape *Farela*, which is called alſo Cape *de Late*, after the name of the Caſtle that ſtandeth to the Eaſtward of the Point; there is a good Road for Weſt, and S. W. Winds.

Oyſter Bank.

Two Leagues and better N. W. from the entry of the Haven of St. *Malloes*, lieth a Shoal, called the *Oyſter Bank*; under it you may Anchor in ſix or ſeven fathom.

Iſland Briack.

Rocks.

St. Brieux. and St Bennet.

From the Weſt point of Cape *Farela*, to the North-end of the Iſland *Briack*, the Courſe is W. by N. 9 or 10 Leagues. Two or three Leagues Weſt from the Cape, lieth a great Range of Rocks above Water; between the foreſaid Cape and the Iſland *Briack*, lies the Haven, or River of St. *Brieux*, and Saint *Bennet*.

Briack.

A Rock called Souſt, or Canyn.

The Iſland *Briack* is two Leagues long, and lieth S. S. W. and N. N. E. When you come from the Eaſtward, you ſhall ſee two Mills upon it, and betwixt them a high round Hill, with a little Houſe upon it; you may ſail round about this Iſland, and may make Road on every ſide thereof, although almoſt round it there lie ſome Rocks, yet it is all over good Anchor-ground. A good ways off from the N. E. Point lieth a Rock, called *Souff*, or *Canyn*, and at the North-end lieth a ledg of Rocks under Water, whereof you muſt take heed.

Pickles.

W. S. W. a League from *Briack*, and three or four Leagues from the Main, lie ſome Rocks, called the *Pickles*, you may ſail round about them; to the Weſtward of them towards the Main-Land, lie many Sunken Rocks.

Port Blank Lantrilliers. Seven Iſlands.

Four Leagues to the Weſtward of *Briack*, lieth *Port Blank*, upon a great River called *Lantrilliers*; to the Eaſtward of this Haven, lie off many Rocks. To the Weſtward of *Port Blank*, lie the *Seven Iſles*, lying from the *Pickles* Weſt, diſtant 4 or 5 Leagues.

Green Iſland.

A League to the Southward of them lieth *Green Iſland*, round about which is all good Anchor-ground. Between the *Seven Iſlands* you cannot paſs, but to the Southward of them: Betwixt them and *Green Iſland*, you may ſail ſafely, there being a broad Chanel between them. From the Eaſtermoſt Iſland lieth off a Ledg of Rocks to the Southward, and upon the Southermoſt end of the Ledg, lieth a Rock above Water, which is a good Mark to ſail about the Ledg.

Triacle Pots.

N. W. from the Weſt-end of the *Seven Iſlands*, lieth olſo a Sunken Rock, which at low-water may be ſeen. You may alſo ſail alongſt the Coaſt from *Port Blank*, to the Southward of *Green Iſland*, and come out again to the Weſtwards. From the N. W. into the Sea, lie the *Triacle Pots*, which are great, fearful, and dangerous Rocks, which ſpread themſelves wide and broad W. S. W. from the *Seven Iſlands*.

River Laminoe.

Betwixt the *Triacle Pots* and the *Seven Iſlands*, lieth the River *Laminoe*, to the Weſtward of the *Green Iſland*; for to ſail in there, you muſt take heed of the N. E. Point, which is very foul.

Thwart of the *Seven Iſlands*, upon the Main-Land, ſtandeth a Church with a high Steeple, called *Our Lady of Clearneſs*, whereby they are to be known.

Thwart of the *Triacle Pots*, ſtandeth alſo a high Tower, thereby you may know when you are near them, but it muſt be very clear Weather, otherwiſe you cannot diſcern it.

He that cometh by Night, or in dark Weather from *Uſhant*, and is bound to St. *Malloes*, let him not ſail (with a Southerly Wind) to the Eaſtward of E.N.E. or with a Weſterly Wind he may ſail N. E. by E. ſo long, until he hath the length of the *Triacle Pots*. For the Flood runneth S. E. within the *Triacle Pots* and the *Seven Iſlands*, and thereby cauſeth an Indraught, which muſt be conſidered and allowed for ſailing on this Coaſt.

St. John de Doy.

Within the *Triacle Pots* lieth the Haven of St. *John de Doy*, 2 Leagues to the Weſtward of *Green Iſland*, and 2 Leagues to the Eaſtward of *Morlions*; from thence you may ſail between the Rocks unto *Morlions*, and Anchor in 5 or 6 fathom at low-water.

Morlions Rock.

To the Weſtward of the *Triacle Pots*, lieth a great Rock. The Eaſtern Chanel of *Morlions* lieth from it S. W. by S. diſtant 2 Leagues, but the Weſtern Chanel lieth W. S. W. and W. by S. 4 or 5 Leagues: This Chanel goeth in by a great long ragged Rock, lying South, and S. by W. unto the Caſtle of *Morlaix*; being about the Caſtle, you may again run between the Rocks to the Eaſtward, and out again at the Eaſtern Chanel N. N. E. and N. by E. according as the Tide is; the Flood there ſets in S. E.

Morlaix.

If you would go from *Morlaix* to *Morlions*, you may ſail Eaſterly between the Rocks; it's all broken Land, and at low-water you have there 5 fathom.

St. Paul de Lion.

Plampole.

If you be bound to St. *Paul de Lion*, you muſt run right with the great Rock which looketh like a Saddle, and ſo cloſe alongſt by it, and being paſt it, edge to the Land. On the Shore lieth a Village, called *Plampole*, ſail right with it, and alongſt by it; to the Eaſtward of it goeth in the River. Theſe are all Tide-Havens; but betwixt the Rocks of *Morlions*, and the Iſland *Baſs*, it's deep enough at low-water for a Ship to lie afloat.

The Land of St. *Paul de Lion*, is double Land; and upon St. *Paul*'s Church are two Spire Steeples. The Iſland *Baſs* lieth before it, and upon it ſtands two Stakes, which afar off ſeem like Mills. Upon the Eaſt-end of the Iſland, lieth a very high ragged Rock; when you are to the Eaſtward of this Rock, you will ſee two Spire Steeples, a pretty ſpace aſunder, which are the Steeples of *Plampole*, you may alſo then ſee the Caſtle of *Morlaix* upon a high Rock, bearing S. E. from you.

The Iſland Baſs.

The foreſaid long ragged Rock of *Morlaix*, lieth from the top of the Iſland *Baſs*, Eaſt, and E. by S. three or four Leagues. You may ſail alongſt by the Main-Land, both within and between thoſe Rocks, until you come to the *Seven Iſlands*; there are many great Bays, in which at moſt places there is good Anchor-ground.

About

White Rock. About five Leagues N. by E. from Iſland *Baſs*, lieth a dangerous Rock, called *Roche Blanche*, or white Rock, and from the *Seven Iſlands* it lieth W. N. W. 9 Leagues; this Rock may be ſeen at low-water, but at other times it is not.

Roſcow. Within the Iſland *Baſs*, lieth the Town of *Roſcow*; you ſail in there on either ſide of the Iſland.

Eaſter Chanel. Le Taureau. For to ſail into the Eaſtern Chanel, when you are paſt the Rock with the Saddle, called *Le Taureau*, and come by the Land, betwixt the Eaſt-point of the Iſland, and the Point of the Main-Land over againſt it, you muſt ſteer away in the middle of the Chanel, which is between ſeven and eight fathom deep. Being come within the Point of the Iſland, you muſt run in about by it, W. by S. and Weſt, till you come about half-way within the Iſland, and there Anchor in eight or nine fathom; then *Roſcow* will bear South, and S. by E. from you.

If you would ſail into the Weſtern Chanel, to the Weſtward of it cloſe by the Main-Land, are two great Rocks: From the Point of the Main-Land, a little to the Eaſtward of the Eaſtermoſt long Rock, lieth off a ledg from the Main, which maketh the Weſt-ſide of the Chanel, you muſt run in S. E. betwixt that Ledg and the Weſt-point of the Land, and when you come within the Point of the Iſland, you muſt edge up N. E. to the midſt of the Iſland, and Anchor as before is ſaid.

From the Iſland *Baſs*, alongſt the Coaſt of *Uſhant*, the Courſe is W. S. W. 16 Leagues.

Of the ſetting of the Tides, and alſo what Moon maketh full Sea in theſe Places.

At Cape *de Hague*, by the Shore, a S. by E. Moon maketh high-water.

In the *Race* of *Blankert*, or *Ornay*, a N. by E. Moon.

The Flood ſetteth through the *Race* N. E. and the Ebb S. W.

In the Iſlands alſo a N. by E. Moon maketh full Sea.

You cannot well reckon the Courſe of the Tides there, becauſe they ſet divers ways amongſt the Iſlands, but for the moſt part N. E. and N. E. by N. a quarter of the Tide, the Flood ſetteth thwart upon the *Caskets*.

At *Garnſey*, a N. by E. Moon maketh full Sea.

At *Concale* and *Granville*, a W. N. W. Moon.

At St. *Malloes*, an Eaſt Moon maketh full Sea. The Flood ſetteth in there at the Weſtern Chanel, and goeth out at the Eaſtern Chanel; and ſo you muſt reckon when you ſail into theſe Chanels.

From the Iſland *Briak*, in the Bay of *Bennet*, the Flood ſetteth S. E. but in the Fair-way E. S. E.

At the Eaſt-ſide of the Iſland *Briak*, in the Road, an Eaſt Moon maketh high-water.

Betwixt the Iſland *Briak* and *Garnſey*, a W. S. W. Moon maketh full Sea. The Flood there ſetteth E. S. E. and the Ebb W. N. W.

On that Coaſt, and within the *Caskets*, the Tide ſetteth continually againſt the Sun, ſo that it is there never ſtill Water.

Betwixt the *Seven Iſlands* and *Garnſey*, in the Fair-way, a W. S. W. Moon maketh full Sea.

Betwixt *Briak* and the *Seven Iſlands*, an E. by N. Moon maketh full Sea. The Flood ſetteth there Eaſt, and E. by S.

Betwixt the *Seven Iſlands* and the outer Rocks of *Morlions*, the Flood ſetteth S. E. within the *Triacle Pots* towards *Green Iſland*; but in the *Oſſing*, Eaſt, and E. by N.

At *Morlaix* and St. *Pauls*, a W. by S. Moon maketh full Sea. But in the *Oſſing*, a S. W. by W. and W. S. W. Moon.

At the Iſland *Baſs*, a W. by S. Moon maketh full Sea.

In the *Oſſing*, the Flood ſetteth E. N. E. and the Ebb W. S. W. And ſo likewiſe from thence all alongſt the Coaſt of *Britain*, unto *Uſhant*.

Of the Depths, and Nature of the Grounds.

Betwixt the *Caskets* and *Garnſey*, it's 35 and 40 fathom deep; for the moſt part ſtony Ground.

N. W. about four Leagues from *Garnſey*, is a Hole of 80 or 90 fathom deep, but elſe it's not above 40 fathom deep.

Betwixt *Alderney* and *Jerſey*, it's 20, and 25 fathom deep.

In the Fair-way of *Jerſey*, *Rockduve*, and the Iſland *Briak*, it is 20, 25, and 30 fathom deep.

About the *Triacle Pots*, alongſt the Coaſt, it's 45, and 50 fathom deep; in ſuch Depths you may ſee the Land thereabouts. By Night it is not good to come nearer that Coaſt, or the *Seven Iſlands*, than in 45 fathom.

Thwart of St. *Paul de Lion*, and the Iſle of *Baſs*, five Leagues from the Land, it's 45 and 50 fathom deep.

Courſes and Diſtances from one Place to another.

From Cape *de Hague* to Cape *de Vorba*, S. by E. 7 leagues.
From Cape *de Vorba* to *Granville*, S. S. E. 9 leagues.
From *Granville* to *Mount St. Michael*, S.S.E. 5 leagues.
From *Granville* to the Point of *Concale*, S. W. 5 leagues.
From the Point of *Concale*, to the Eaſtern Chanel of St. *Malloes*, Weſt, and W. by S. 4 leagues.
From the Iſland *Siſember* before St. *Malloes*, unto Cape *Farela*, Weſt, 4 leagues.
From Cape *Farela* to the Iſland *Briak*, W. by N. 9 leagues.
From the Iſland *Briak* to the *Pickles*, W. by S. 2 leagues.
From the *Pickles* to the *Seven Iſlands*, W. by N. 5 leag.
From the *Seven Iſlands* to the *Triacle Pots*, W. S. W. 2 leagues.
From the *Triacle Pots* to the Iſland *Baſs*, W. S. W. 9 leagues.
From the Iſland *Baſs* to *Uſhant*, W. S. W. 16 leagues.
From Cape *de Hague* to the Weſt-end of *Jerſey*, betwixt *Sark* and *Jerſey*, through S. S. W. 11 leagues.
From the *Caskets* to the Weſt-end of *Garnſey*, S. S. W. 7 leagues.
From *Garnſey* to *Jerſey*, S. E. by E. 7 leagues.
From *Garnſey* to St. *Malloes*, S. S. E. 17 leagues.
From the South-end of *Jerſey* to St. *Malloes*, S. S. E. 9 leagues.
From *Garnſey* to the Rocks *Rockduves*, S. S. W. 7 leagues.
From *Rockduves* to *Mankiers*, E. by S. 9 or 10 leagues.
From *Rockduves* to Cape *de Farela*, S. E. 10 leagues.
From *Rockduves* to the Rock *Canyne*, S. by W. 4 leagues.
From *Rockduves* to the Iſland *Briack*, S. by. W. 5 leagues.
From *Garnſey* to the *Seven Iſlands*, S. W. by S. 14 leagues.
From the *Caskets* to St. *Paul de Lion*, S. W. half Weſt, 30. leagues.

From the *Caskets* to the *Fourn*, or *Uſhant*, S.W. by W. 45 leagues.

From the *Caskets* to the *Lizard*, Weſt, and W. by N. 37 leagues.

From *Garnſey* to the *Lizard*, W. by N. 37 leagues.

From the *Seven Iſlands* to the *Lizard* N. W. by W. 29 leagues.

From the *Seven Iſlands* to the *Start*, N. by W. Weſterly, 24 leagues.

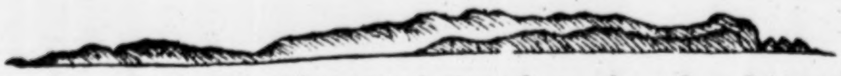
From the *Seven Iſlands* to *Portland*, N. N. E. 34 leagues.

From St. *Paul de Lion* to the *Lizard*, N. W. by N. 29 leagues.

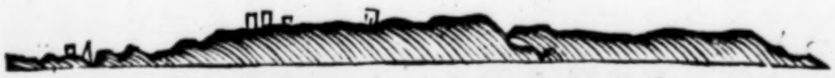
From St. *Paul de Lion* to the *Start*, N. by E. 29 leagues.

From St. *Paul de Lion* to *Portland*, N. E. by N. 40 leagues.

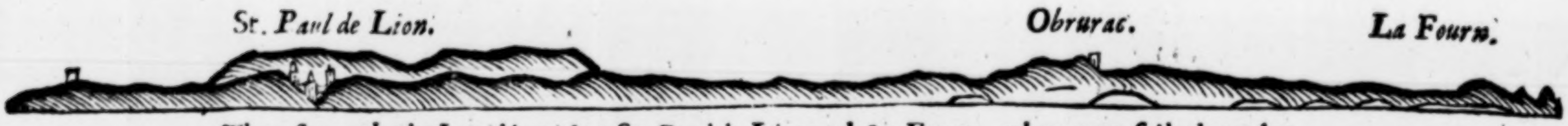
How theſe Lands appear at Sea.



Thus ſheweth *Garnſey*, when it is thwart of you about four Leagues.



Garnſey ſheweth thus, when it bears E. N. E. from you.


St. Paul de Lion.
Obrurac.
La Fourn.

Thus ſheweth the Land betwixt St. *Paul de Lion* and *La Fourn*, when you ſail along by it four Leagues from the Land.

FINIS.

BRITISH MUSEUM